

TAKE YOUR GAME FURTHER™ **BRADYGAMES**

ETERNAL RING

OFFICIAL STRATEGY GUIDE

By Phillip Marcus

COVERS THE PLAYSTATION®2
COMPUTER ENTERTAINMENT SYSTEM

This game has received the
following rating from the ESRB:



Mild Animated Violence

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COVERS
ALL
100
RINGS!



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INTRODUCTION

THE ETERNAL RING

Welcome to the Island. From Software's spiritual sequel to the venerable King's Field series on the PlayStation sends you to a remote and deadly island on an investigative mission for the King. Your journey will take you from one end of the island to the other, and beyond. Along the way you will encounter fantastic monsters, forge wondrous rings, and unravel the mystery of the island and your past.

This guide will take you there and back safely, with complete lists and information on all 100 rings, statistics for the monsters, advice on strategy, and a walkthrough of the entire game.

Prepare yourself, the Island awaits you.

THE WAY OF THE RINGS

THE BASICS

Do you want a few pointers to aid in your conquest of the island? This is the place to look!

MOVEMENT

You know how to move around, look up and down, and strafe. Can you do all three comfortably—at the same time? Spend some time moving around as you adjust your view downward or upward and strafe simultaneously. Practicing your movement will give you an edge over every single monster on the entire island. Of particular importance is strafing—if you become proficient, the creatures will have a hard (if not impossible) time hitting you. You need to become adept at strafing in a circle around creatures, firing a spell, lunging in to stab with your weapon, then backing off and continuing your movement. To do this, you must strafe in the *opposite* direction you are turning. If you want to strafe in a clockwise circle around a creature, start looking right and strafing left. Spend some time with this technique, it is very much worth your time. Indeed, it is possible to defeat the final boss of the game with little difficulty if you can keep this movement up.

ATTACKING WITH A WEAPON

Your melee weapon is secondary in power and utility to your spells, but early on, it is an important part of your arsenal, and even much later in the game, you can still conserve Mana by using your sword effectively. First you need to get comfortable with the speed of your blade. If you are using a fast weapon, you'll need to be closer when you swing to connect. If you're using a slow weapon, you can start your swing and then move in to hit the creature. A safe method of attack against most creatures is to move close and jab the creature, back away from its return blow, then repeat. Some monsters will use spells, ranged attacks, or sudden lunges to defeat this strategy, so you'll need to mix in some side strafing to dodge their attack, then move in again and strike. Also keep in mind that most enemies will be knocked out of their attack if you hit them before they hit you.

SPELL RINGS

Once you're comfortable with using your weapon, mixing in spells will increase your effectiveness tremendously. Certain spells lend themselves well to combinations. Most ice attacks are particularly useful, as they completely freeze enemies, allowing you time to get in free strikes. Many secondary spells are also helpful; paralyzing, slowing, reducing strength, or increasing your strength are all possibilities. Since you only have five spell rings, you'll want to pick a set that is appropriate for the area you are fighting in, and that you are comfortable using. If you are up against Water creatures, you could still use ice spells to freeze them and hit them with your sword, but you'll be better off switching to some fire spells and simply destroying them outright. Experiment with a variety of spells until you find some that you like. Given the huge variety of spell rings, there are many viable combinations that will get you through the game, so it's worth your time to find a set that you like. You will probably want to keep one of the healing rings equipped at all times, as your perishable healing items are much more rare.

ATTRIBUTE RINGS

In the background, boosting your stats and changing your abilities are the Attribute rings. The plain elemental rings simply adjust your element levels, but the special rings give you a variety of unusual powers. Equip the Animated Sword ring and suddenly your weapon becomes much more deadly. Combine the Power of Branch, Power of Seek, Enlightenment, and Clarity, and you are firing double spells that home in on your enemies, recharge quickly, and require less Mana to cast. There are 14 special rings that give you unique powers, and again, you can only wear five at a time. In general, you will be more effective wearing five complementary special rings than using straight element rings, but there are some situations where you may wish to boost your element levels against certain enemies.

ELEMENTS

There are six elements in Eternal Ring—Fire, Earth, Wind, Water, Light, Dark—and one additional attribute, Strength. As you gain levels, use certain items, and equip rings, your personal attribute levels will change. Additionally, the time of day can enhance the power of one of the attributes. The elements are paired into opposing sets—Fire and Water, Earth and Wind, Light and Dark. If your Fire level is very high, and you use a fire spell on an enemy with a negative Fire level (typically a Water enemy), you will inflict heavy damage. The easiest way to adjust your element levels is by changing rings around. Equipping a ring of a given element raises that element, and usually lowers the opposing element slightly. If you're in a heavy Fire area, equip lots of Water rings to raise the damage of your water spells.

THE RINGS

One hundred rings await your discovery on the island, and all but a few can (and must!) be created by you. A short while into the game (just past the Water Shrine), you will gain the ability to forge rings. Rings are created in one of two ways; Spell Rings (Attack, Assist and Summon) are created using a Magic Ring and a combination of elemental gems, Attribute (and only Attribute, Auxiliary cannot be forged, they must be found) rings are created purely with elemental gems.

One final note on the rings—while there are a hundred rings in total, there are only about 50 Magic Rings to be found from the beginning of the game to the end. You'll either have to reforge your existing rings to create others, or venture into the depths of the Sealed Labyrinth. Deep within you will find a creature that drops Magic Rings, giving you an unlimited supply. Of course, by the time you can access the Sealed Labyrinth, you're already well on your way to the end of the game, so choose the rings you forge carefully, and reforge rings if necessary. Even if you only pick up 20 of the Magic Rings along the way, you'll have enough to beat the game.

CREATING RINGS

Rings are forged with elemental gems. The combination of gems you use will determine the type of ring you create. Once you understand the basic rules, you'll be able to quickly create the rings you want.

When you activate the ring creation process, you are given a choice to create either a Spell Ring or an Attribute Ring. If you choose a Spell Ring, you must then select a Magic Ring to use as the base. Note that you can use previously forged Spell Rings or an empty Magic Ring. Attribute Rings will not use a Magic Ring.

After picking the ring type, you are presented with the six ring creation pillars. You must place at least two elemental gems to create a Spell Ring, and at least one gem to create an Attribute Ring.

The gems that you place will determine the type of ring that is created. For Spell Ring, the three left slots choose the element. You need only place gems of one element in the left side. The three on the right side determine if it is an attack magic ring or an assist magic ring. Using Fire, Wind, or Light (in any combination) on the right side will result in an attack magic ring with an element determined by the gems on the left side. Using Water, Earth, or Dark (in any combination) on the right side will create an assist magic ring, and again, the gems on the left determine the element.

For single element Attribute Rings, you need only use gems of the same color. To get the mixed element Attribute Rings, you must place two different elements on the left and right pillars. Note that creating mixed element Attribute Rings is an imprecise process—don't expect perfect results every time.

Once you have decided the type of ring you want to create, you need to determine the level.

There are four levels of attack rings for Fire, Earth, Wind, and Water, and three levels of attack rings for Light and Dark.

There are two levels of summon rings for Fire, Earth, Wind, and Water, and one summon ring for Light and Dark.

There are four levels of assist rings for Fire, Earth, Wind, and Water, and two levels of assist rings for Light and Dark.

Finally, there are three levels of single element attribute rings for all six elements, and four different mixed element rings for Fire, Earth, Wind, and Water.

CREATING SPELL RINGS

For all of the Spell Rings, you can determine the ring that will be created by adding up the *total* level of all gems placed on the pillars. Take a look at the charts for the levels.

RING LEVEL	ELEMENTS	LIGHT/DARK ATTACK	LIGHT/DARK ASSIST
1	2-7	4-13	4-19
2	8-13	14-19	20-30
3	14-19	20-29	-
4	20-30	-	-

The summon rings for all elements are special cases. To create the first summon ring for the base elements, combine six level 4 gems of the same element. To create the second summon ring for the base elements and the first and only summon ring for Light and Dark, combine six level 5 gems of the same element.

Some examples, to help clear this process up:

- If you place a water gem on the left side (we'll say level 3), and a Fire, Wind, or Light gem on the right side (say, level 2), you will create an attack magic ring. Add up all the levels of all the gems on the pillars and take a look at the chart. In this case, you're using a level 3 water gem, and a level 2 Fire, Wind, or Light gem, giving you a total power of 5. A power 5 under the Elements is a level 1 ring. The level 1 Water attack ring is Ice Needle, and that's what you'll create.

- If you place three level 3 Fire gems on the left side, two level 3 Wind gems on the right, and one level 2 Light gem on the right, you'll have a total gem level of 17. Check the chart, you'll see that level 17 will give you a level 3 ring for the Elements. The Level 3 Fire attack ring is Floating Bomb, which is what you will create. Remember, as long as you have Fire, Wind, or Light on the right, the ring will be an attack ring.
- If you place two level 3 Dark gems on the left, one level 2 Dark gem on the left, and three level 2 Wind gems on the right, you'll have a gem level of 14. Check the chart and you'll see this gives you the level 2 Dark attack ring—Dark Thunder. It doesn't matter what level the gems on the left are, as long as they are all the same element.
- If you place one level 3 Light gem on the left, and one level 1 Water gem on the right, you'll have a total gem level of 4, and you'll be creating a Light assist ring. Check the Light/Dark assist ring chart with a gem level of 4, and you'll see you've created the Level 1 Light assist ring, which is Absorb. Remember that Water, Earth, or Dark on the right side will give you an assist ring.
- If you place a level 5 Dark gem in all six slots, you will create the (only) Dark summon spell—Dark Dragon. Remember that six level 4 (for the base elements) or level 5 (for all elements) will create a summon ring. The level 4 and 5 gems are not special in any other way, however. You could still use a level 5 Fire gem on the right side to create an attack ring, and help boost the level of the ring.

CREATING ATTRIBUTE RINGS

Attribute Rings are created in exactly the same way—except you don't need to expend a Magic Ring to create an Attribute Ring. All you need are elemental gems. To create the single element attribute rings, check the chart and get enough gems of the same element on the pillars to create the ring level you want. Remember that Light and Dark have only the single element rings.

RING LEVEL	TOTAL GEM LEVEL
1	1-8
2	9-14
3	15-30

To create a mixed element ring, use only 2 elements—Fire, Earth, Wind, or Water on the left, and any element on the right. Mixing a base element with any other base element will give you a chance for one of the three combination element rings (for example, Fire/Earth, Fire/Wind, Fire/Water). Mixing any base element with Light or Dark will give a chance of the Sword rings. The Sword rings increase the base element and your Strength, which is handy if you find yourself using your weapon a lot.



PART 1— THE DRAGON OF WATER

- NORTH SHORE AND WATERFALL CAVERN
- RESEARCH TEAM HQ
- WATER SHRINE

Your quest begins with the exploration of the areas on the island under the dominion of the benevolent Water Dragon. Important acquisitions from this area consist of the first elemental key, your first magic rings, and many unanswered questions. You will travel from the northern shore of the island, where you arrived, into the depths of the Water Shrine, and then deeper into the island.

AREA 1— NORTH SHORE & WATERFALL CAVERN

SIRE,

I have arrived safely on the Island, and will begin searching for answers immediately. Already, I have encountered a mystery—the boatman who brought me here seems to have vanished with unusual haste. We landed on a shore near a cave leading to the investigation camp, and I went in to scout the landing area. When I returned, the fisherman was gone, with no trace of him or his boat to be found. Perhaps he simply became frightened and fled. On the chance that I might discover what had scared him so, I scoured the beach, encountering a pack of hostile giant crabs, and an unusual second cave. A short distance into the cave I discovered a sealed door marked with the emblems of Light and Darkness. I was unable to find a means of entry, so I quickly returned to the main cave. Within that cave, various primitive beasts, perhaps natives to the island, attacked me. None was truly dangerous however, and I made my way safely through to the Research camp.

Cain

CREATURES ENCOUNTERED IN THIS AREA

NAME	HP	MANA	   
Sahagin	67	2	-10/5/6/10/0/-1/0
Poison Plant	134	7	-41/12/10/20/-1/-1/0
Fly	10	2	0/-2/20/11/-1/2/0

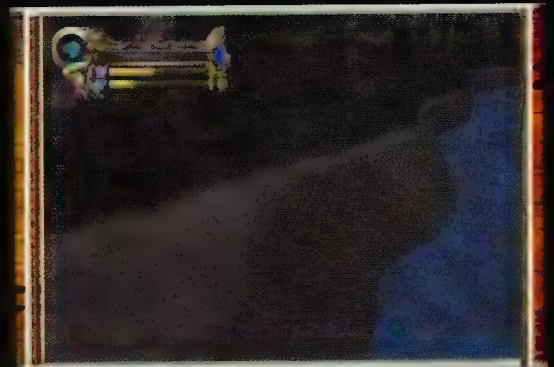
EXITS

Far south to North Shore, far north to Research Team HQ

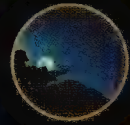
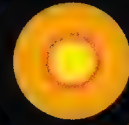
THE BEACH

You begin the game on the island inside a cave after a short cinema where the boatman is presumably devoured by a dragon. If you turn around and immediately exit the cave, you will find no trace of the fisherman, but a pack of crabs will attack you. Dispatch them all with your sword, picking up any gems they drop, and then head down the beach to the east.

If you carefully skirt your way around the water's edge, you will reach another cave, and if you look carefully along the end of the beach farther east, you will discover your first **Magic Ring**.



Inside this hidden cave is the entrance to a truly dangerous area—the Sealed Labyrinth, populated by the nastiest beasts on the island. (If you're curious about the beasts within, skip to The Bestiary Chapter and take a look.) Unfortunately (or fortunately, depending on how much you value your life), you cannot enter the cavern until you acquire a Light or Dark offensive spell.

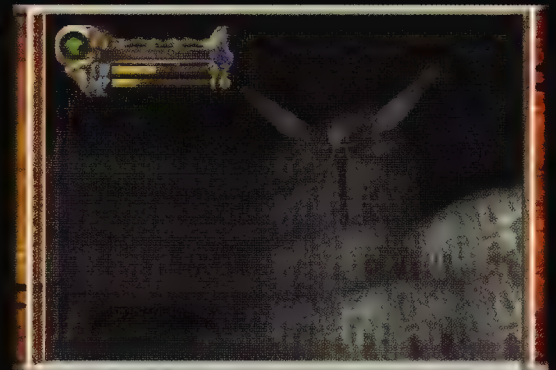


For now, take the ring and return to the cave you started in.

AREA NOTES

If you explore the cave completely, you will find a few small healing items (**Golden Grass** and **Magic Ore**), two **Magic Rings**, and packs of creatures to fight—Sahagin and Flies. The Sahagin can be dispatched easily by continually advancing and thrusting your sword at them. Alternatively, you can wait for them to jump at you, and jab your sword to stop their attack. If you are engaging more than one at a time, liberal use of the strafe buttons is advisable—you don't want one getting behind you while you're occupied.

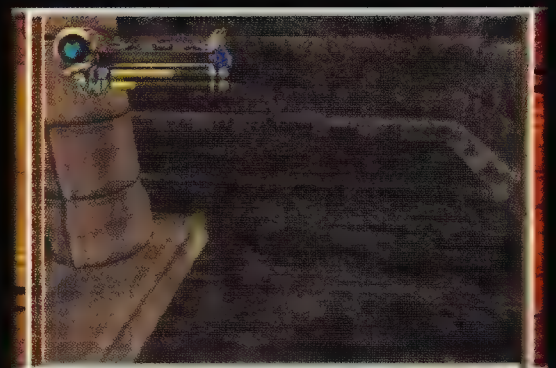
The flies are as non-threatening as monsters can be. Simply aim upwards and strike them once with your weapon to knock them out. They may be slightly beyond your reach, in which case you can either wait for them to fly lower, or simply ignore them.



It is worth your time to defeat all of the monsters here, both to gain experience, and to acquire a collection of elemental gems. If you wish, you can return to the cave after you have exited it—the monsters will respawn (though the items will not), and you can gain more experience and gems fighting them. Once you are finished exploring the cave, proceed north past the waterfall to the Research Team HQ.

ENTERING THE WATERFALL CAVE

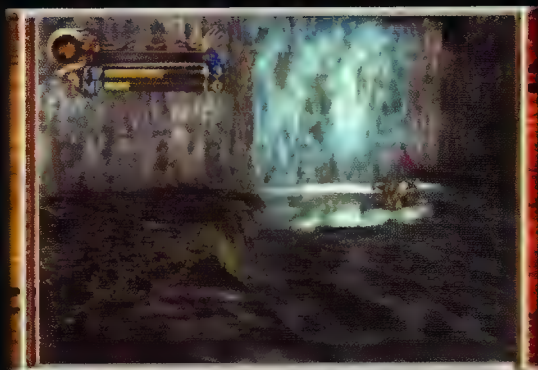
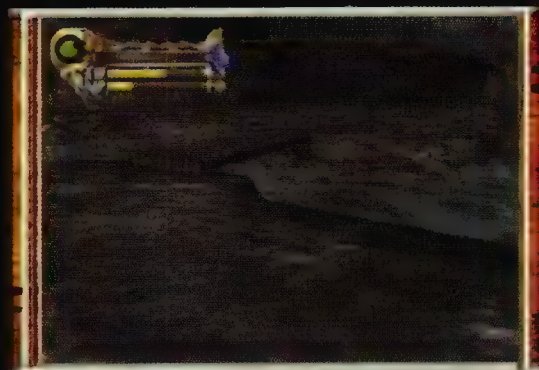
Just inside the cave a short distance, a tunnel leads off to the west. Inside, you'll find your first save point, and if you look carefully in the corner, a second **Magic Ring**.



THE DANGERS OF THE GREAT OUTDOORS

Cain is apparently allergic to water—if you fall into any deep water, the King will be losing his only agent, so be careful while crossing the river on the small bridge.

Immediately to the north of the bridge is a seemingly innocuous plant resting in the water. Note the creeping tendrils on the shore. If you walk across them, the plant will awaken and begin shooting poisonous spores at you. While the plant itself is not particularly strong, you do not have any means to retaliate at this point, so do the wise thing and simply avoid stepping on the tendrils.

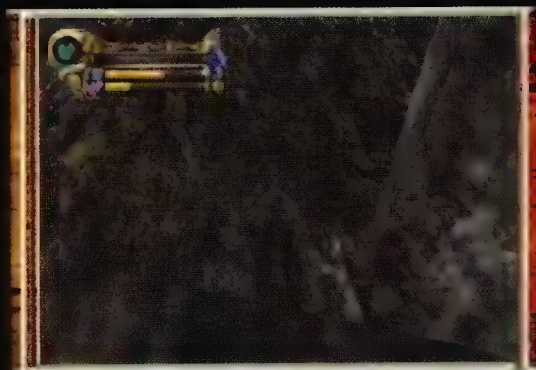


NOTE

There are supposed to be two Magic Rings, right? So where's the second? If you come back much later with the True Sight Ring equipped, you can find the second ring on the small wooden bridge.

THE DANGERS OF GRAVITY

Cain is also apparently quite heavy—jumping is beyond his means, and falling more than a short distance is painful. However, it is not so painful that falling off short cliffs to take shortcuts or find items is inadvisable. Indeed, if you look over the edge of the cliff, just southwest of the big waterfall, you'll see a piece of **Magic Ore** resting on a ledge. Drop down and you can grab it, then drop off the ledge again and explore the remainder of the cavern. Keep in mind that dropping off high ledges is okay, as long as you have plenty of hit points—make sure that you can see the ground as well (or know it's there).





AREA 2— RESEARCH TEAM HQ

MY LIEGE,

I have reached the Research camp, and presented your letter to the assistant captain as you ordered. He gave me an update on what they have discovered—not much evidently. A sealed door marked with the sigil of Water blocks passage farther into the island, and they have been unable to find a means of opening the door. A nearby ruined temple has not been explored fully, due to flooding of the lower levels. I will proceed to the temple to discover what I may... Sire, before I go, I must tell you, the morale here is terrible. The atmosphere of the camp is grim, and one of the men has been stricken with some strange disease. I will remain true to my course, but I admit to some disquiet at the happenings in camp and the sudden disappearance of the man who brought me to this island. Perhaps the stories do hold some truth.

Cain

CREATURES ENCOUNTERED IN THIS AREA

None

EXITS

Far south to Waterfall Cavern, far west to Water Shrine, far northeast to Worshipping Area. Northwest exit requires visiting the assistant captain, northeast exit requires the Water Key.

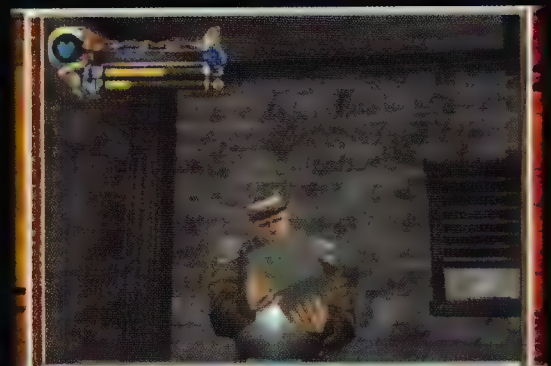
AREA NOTES

Not much you need to do here. Visit the assistant captain's office—it's the second building on your left as you enter the area. After that, hit the warehouse and exchange his letter for a knife. You can visit Marie in the mill building, and she'll heal any wounds you may have taken in the Waterfall Cavern. When you're ready, talk to the gate guard at the west exit and enter the Water Shrine.



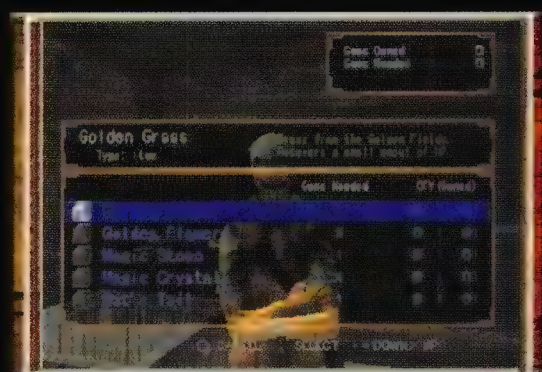
ASSISTANT CAPTAIN'S OFFICE

Talk to him and you'll hand him the letter you received from the King. He doesn't seem especially happy to see you, and the letter orders him to add you to their research team. He says he needs the captain's approval to do this, but apparently the captain has not been very approachable lately (you can confirm this for yourself—he's in the building to the far northeast, just before the Blue Door, but he won't talk to you). Since it's an order from the King, he agrees to let you help explore the ruins of the Water Shrine in the west.



WAREHOUSE

The assistant captain will give you the **Weapon Form** in exchange for the **King's Letter**. Take the Weapon Form into the warehouse and use it on Wallace (the man inside the warehouse). He'll give you a **Knife** to replace the sword taken from you by the assistant captain. He'll also allow you access to the first of only two stores available in the entire game. You may wish to purchase (using gems as currency) a few healing items while you are here. Also, if you have enough gems, spending eight on the **Small Sword** is recommended. You can get through the Water Shrine with the Knife, but it is significantly harder.



NOTE

If you do not purchase the Small Sword, it will be available for free in the warehouse when you return from the Water Shrine—of course, this means finishing the Water Shrine with only the Knife, which is not much fun.



WARNING

After you finish the Water Shrine, you will no longer be able to use this shop. If you want to buy more items, return to the Waterfall Cavern and stock up on gems to purchase more goods before proceeding.

MARIE'S HOUSE

Across the bridge and in the mill building is Marie Fowler. Marie is the healer for the camp, and she will restore you to full health anytime you visit her. If you want to spend some time acquiring gems in the top parts of the Water Shrine, or in the Waterfall Cavern, you can use Marie to recover any lost HP without wasting any of your items.



THE CAPTAIN'S HOUSE

If walk to the northeast, past Marie's house and the graves out in front of the mill, you will find a bigger building and a sealed Blue Door in the northwest of the clearing there. Inside the building is the Captain of the research team, but he is not forthcoming in the least—indeed, he completely ignores you. You can't accomplish anything here, so it's time to head to the Water Shrine.





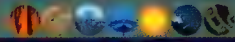
AREA 3— WATER SHRINE

MY LORD,

The stories are true. I have crumpled this parchment a half dozen times already, and still I find it difficult to explain to you what I found within the ruins of the temple. After exploring the wrecked structure thoroughly, I was able to open a set of floodgates, draining the water from the bottom levels. Descending into the lower levels of the ruins, I defeated a monstrous beast that seemed to be guarding a door. Past the door was a small altar in front of a deep underground lake. Upon the altar was a key, hovering in the air and glowing with power. When I reached out to touch the key, I sensed the presence of some truly powerful force, and moments later, the head of a mighty Dragon burst forth from the lake. It... spoke to me, my lord—urged me to explore the island, find a woman named Lyla, and also mentioned something about my Solcian heritage. I know you may read this and perhaps doubt my sanity, but I know not how else to tell this story. When I returned to the camp, to either share my story, or perhaps more wisely to bend the truth, I was shocked to find the entire area in flames. Someone or something destroyed the camp. I will search deeper into the island with the key I have acquired. Perhaps the answers await me there.

Cain

CREATURES ENCOUNTERED IN THIS AREA

NAME	HP	MANA	
Giant Crab	46	2	-85/5/3/12/1/2/2
Giant Crab 2	46	2	-85/5/3/12/1/2/2
Fly	10	2	0/-2/20/11/-1/2/0
Sahagin	67	2	-10/5/6/10/0/-1/0
Plant	134	7	-41/12/10/20/-1/-1/0

EXITS

One back out to the Research Team HQ.

AREA NOTES

Four rings await your discovery here—two **Magic Rings**, a ring of **Fire Ball**, and the **Ring of Insight**. The creatures here are more of what you have already faced in the Waterfall Cavern, and you'll find a few more expendable items littering the ruins of the shrine.

You'll face your first boss encounter here—a Giant Sahagin. If you're comfortable with your movement, he shouldn't be much of a challenge, and if you can dodge his attacks easily, you should be in for a smooth ride for the rest of the game.

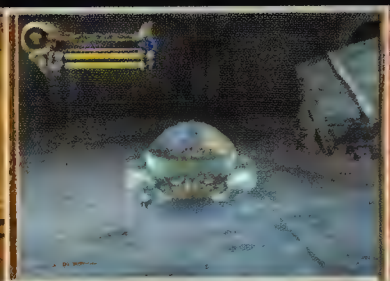
You will also encounter your first Dragon—the Dragon of Water. The Water Dragon, unlike the rest of the creatures on the island, will actually talk to you, rather than trying to munch on you. After speaking with him, you will receive the Water Key, allowing you access to doors sealed with the mark of Water—meaning you can now get past the sealed door just past the Captain's house back in the Research Camp.

NOTE

It's easy to get stuck if you don't realize the ice on the doors in this area can be melted with your Fireball Ring. Once you've acquired the ring, you can roam around and melt the ice off of all the doors you can reach.

WATER SHRINE, FIRST FLOOR

Crabs and a few Sahagin await you on this level. Your path will quickly take you down one floor, as the first floor cannot be fully explored without a fire spell and the Fire Key. Use the save spot near the entrance, then proceed through the floor until you locate the stairs down in the far south, and head down to the second floor.





THE FIRE DOORS

A single sealed door on the first floor and two on the second can only be opened when you have acquired the Fire Key. However, you don't receive the Fire Key until much later, and by the time you can return, the items you receive (a few perishables) aren't really worth the investment of time. Still, if you're a completionist, return here when you get the key and search behind the doors for the goods.



THE FROZEN DOORS



Again, one door on the first floor and two on the second are sealed—this time with ice, not a lock. When you receive the Fire Ball Ring on the second floor, you can return to the doors and melt the ice to proceed.

WATER SHRINE, SECOND FLOOR

From the entrance to the second floor, your ultimate destination is very near. If you head north a short distance and look over the edge, you can see the water-filled center of the shrine. You'll need to lower the water level to get down to the third floor. In your starting room is a Blue Door, locked with the Water Key, which you don't have just yet. For now, ignore it and follow the only path you can take.



RING OF FIRE BALL

A short trek down the halls will get you to a Red Door and a short balcony to the west, over which you can see a chest and a switch on the wall. To reach that switch, keep following the hallway until you reach a save spot—from there, go north through two doors and you'll be in a rough hewn passageway. Go through the passage and you'll be out by the chest and the switch. Inside the chest is your first Spell Ring—**Fire Ball**. Take the ring and put it on, then hit the switch to lower the water.



DOWN TO THE THIRD FLOOR

Walk back to the save point and head east—another frozen door will net you a Magic Ring, and you'll pass another Red Door on the way. Keep following the halls and you'll reach a second frozen door. Melt the ice and head on in. Once inside, walk around the center of the shrine to reach the steps leading down. As long as you flipped the switch, the water will be lowered, and you can descend safely.



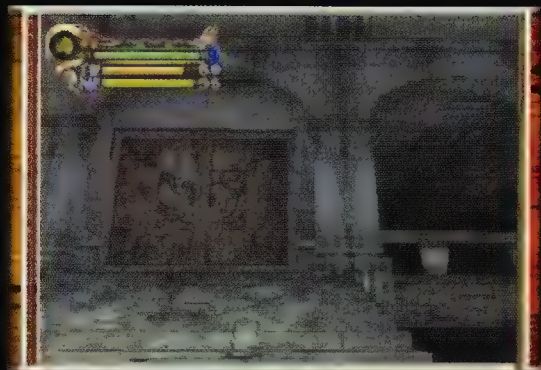
NOTE

Now that you have a Fire spell, you can melt the ice from the doors—two on this floor and one back up on the first.

The door on the first floor leads to a Magic Ring, and of the two doors on this floor, one leads to a Magic Ring. The other leads to the center of the shrine... and the stairs down to the third floor.

WATER SHRINE, THIRD FLOOR

When you reach the sediment-covered bottom of the shrine, you'll see another set of steps just to the east of you, and a path leading to the south. The steps lead up to the Blue Door by the stairs where the second floor entrance is located. You can't go through that yet, so follow the path south and use the save spot, then enter the large set of double doors and prepare yourself for a Boss Fight!

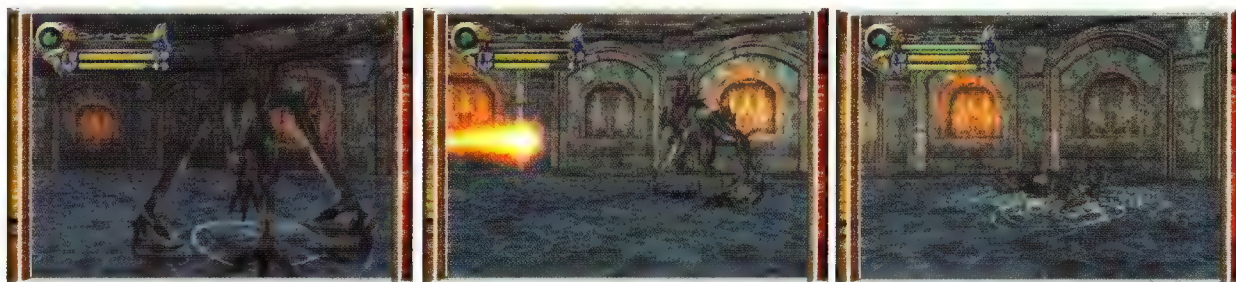


GIANT SAHAGIN ATTACK

BOSS FIGHT—GIANT SAHAGIN

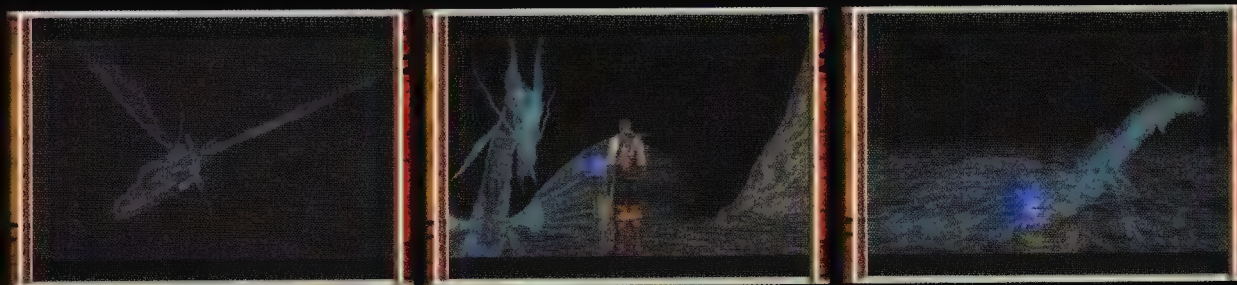
NAME	HP	MANA	
Giant Sahagin	390	80	-20/-5/10/64/-10/10/0

Through the doors you'll reach a short hall leading to another set of doors. Pass through those and you'll be on the outside of a circular arena—head down the east and west paths around the outside to retrieve a few consumable items, then go through the doors to the arena itself. Prepare yourself... the Giant Sahagin awaits you. Use your Fireball spell at close range to assure your aim, strafe and back away from his attacks, and move in for a sword strike if he is recovering from a lunge or a slow swing. If you are taking serious damage, don't hesitate to use your items to heal yourself. When the monster is defeated, it will drop the **Ring of Insight**, a handy Auxiliary ring that increases your earned experience. Take the ring and go through the door to the south.



THE WATER KEY AND THE WATER DRAGON

Resting on a small pedestal is the **Water Key**. Approach the pedestal and take the key—the immense form of the Water Dragon will emerge from beneath the waves. He will speak to you, haltingly, asking you to find a woman named Lyla. He also seems to believe you have some special power, because of the rings you are wearing. After his speech, the Dragon will submerge back beneath the waters of the underground lake, and you will be free to return to the Research Camp. Head back out and go up the steps to the locked Blue Door. Use the Water Key on it and you can quickly return to the first floor and then on to the camp.

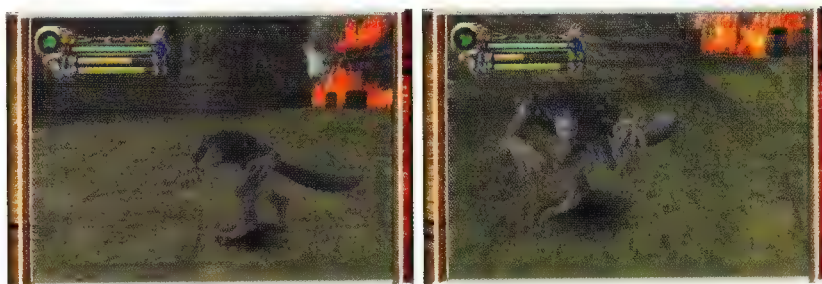


RESEARCH CAMP DESTROYED

BOSS FIGHT—WEREWOLF

NAME	HP	MANA	
Werewolf	350	80	27/3/4/6/75/75/1

All is not well on your return. The camp is ablaze, and the hideously corrupted form of the Captain strikes down a member of the research team, then flies off into the distance raving about the Eternal Ring—this is not good. Exploring the camp will net you no clues as to the reasons behind his mutation, nor will you find any survivors. Head for the Blue Door to the northeast and you will be attacked by a Werewolf, hiding in the burning wreckage of the former Captain's house. Be careful when fighting this beast. When it jumps at you, strafe or back out of the way quickly, as it can inflict serious damage if it gets its hands on you. Use your Fire Ball Ring to good effect, and dart in to slash the Werewolf when its claws get stuck in the ground after a leap.



When the Werewolf is defeated, Cain will bury the dead, then you will have no choice but to proceed. Return to the Blue Door and use the Water Key on it, then enter—the interior of the island awaits.



PART 2— THE DRAGON OF EARTH

- WORSHIPPING AREA
- DISPOSAL VALLEY
- CLIFF FOREST
- TREE HIDEOUT
- LIMESTONE CAVE

Your journey continues into the realms of the Earth Dragon. Many more magic rings and more information are to be found here. Your travels will take you from the flooded ruins of an ancient civilization, to the caverns deep below the island's surface.

AREA 4— WORSHIPPING AREA

SIRE,

I am now past the north shore of the island, and have gone through the sealed door of water. I have entered what seems to be some sort of religious ruins, and evidently, the water I released flooded the entire area. Near the center of the ruins I encountered a strange man. He spoke of many things that made little sense to me—telling me how I was destined to come to this place. I know not the truth of his words, but he did provide me with a protective ring to shield myself against the poison in a nearby valley. I shall write again soon, my lord.

Cain

CREATURES ENCOUNTERED IN THIS AREA

NAME	HP	MANA	
Moth	14	6	7/-30/16/2/1/2/3
Lizard	70	4	3/31/-30/2/2/3/71
Ogre	150	8	2/40/-36/1/3/1/41

EXITS

Three—in the far east to the Research Team HQ, in the far southwest to the Disposal Valley, and in the Cliff Forest.

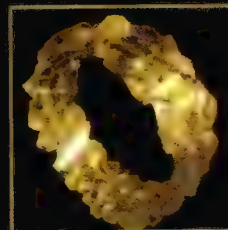
AREA NOTES

When you arrive in this area from the research camp, you'll be in a hall leading to a save point and your first portal to the ring creation area—use this opportunity to forge your rings and gems into usable spell rings. Pick up a ring of Wind Cutter and a ring of Healing Water. Wind Cutter will serve you well against all of the earth creatures you will encounter throughout these next several areas, and having a healing ring is always advisable. You may wish to also create a ring of Earth Heal, for when your mana levels increase a bit and you need more immediate healing than what Healing Water can provide. For the remainder of your rings, pick any spell rings that sound interesting, and create some Air and Earth attribute rings to pump up your stats a bit.



This flooded area holds a few useful perishable items and three rings—one **Magic Ring** off a ledge to the southeast, a second **Magic Ring** hidden with True Sight in a gazebo at the southwest of the ruins, and the ring of **Protect**, given to you by a man in the center of the ruins.

The creatures in this area consist of Lizards, Ogres, and Moths. The Lizards can paralyze you, the Moths can poison you, and the Ogres can bash you into adventurer paste. If you've got Wind Cutter, you should be fine against all of them. Just watch out for the Lizards paralyzing bite, as it is by far the most dangerous of the attacks in this area.



CIRCULAR TRAVELS

As much of this region is now underwater, you have only one safe path around—first south, then west, then north. Stop by the center of the ruins to meet a man who will give you the Protect ring, then head back west and all the way south along the walkway, which will end in a set of stairs leading up to the next areas. If you go across the bridge, you can reach the (very dangerous) Cliff Forest. If you enter the cave, you'll descend into the Disposal Valley—be sure to bring your Protect ring, because the entire valley is filled with choking poison.



LIZARD FIGHTS



Don't get too close to these critters or their paralyzing saliva will put a serious crimp in your combat abilities. Stay at a distance launching Wind Cutter and lunge in for a sword strike if you get the chance. They will attack you with a projectile attack when you are out of range, but it is slow and easy to avoid if you watch for it—just don't strafe off an edge into the water!



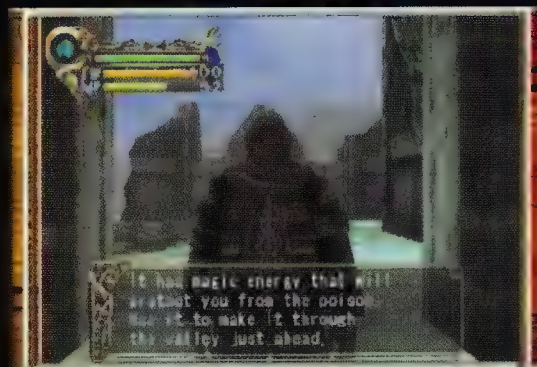
OGRES AND MOTHS

The Moths can poison you, but they are so weak that they will die in a single hit from a weapon or spell. They will attempt to fly over your head and rain poison spores on you, so just aim up and launch a spell if they get too close. The Ogres on the other hand, are less of a threat than the Moths. Simply fire Wind Cutters until they drop, or move in, swing your sword, and step away from the slow counterattack.



RINGS AND GOODS

When you reach the southeast tip of the ruins, drop off a ledge to get a Magic Ring from the ground, then climb back up and head for the center. After you've spoken to the man there, you can drop off the ledge to the east to get a pair of **Magic Crystals**, then walk all the way back around and exit the area to the southwest.





AREA 5— DISPOSAL VALLEY

SIRE,

Noisome poisonous mists threaten to gag me while I try to scrawl this letter to you. Past the flooded ruins, I discovered two paths—one leading to a forest high up in the cliffs, the other leading down into this stinking valley. I chose to descend here, and I will be relieved when I am past this accursed place. I found the bones of some unfortunate traveler, and took a small bracelet from the tattered remains of his cloak. Perhaps someone at home will recognize the markings on the bracelet.

Cain

CREATURES ENCOUNTERED IN THIS AREA

NAME	HP	MANA	
Catoblepas	122	18	2/85/-103/3/1/4/69
Dying Lizardman	1	1	0/0/0/0/0/0/0
Moth	14	6	7/-30/16/2/1/2/3
Lizard	70	4	3/31/-30/2/2/3/71

EXITS

There are four exits: one lies far to the northwest near the Worshipping Area. The second one is in the far southwest to the Limestone Caverns. The third is located in the far northeast to the Tree Hideout. Lastly, the final portal leading to the Southern Hideout is located in the center part of the valley to the northwest (you'll find it near the body of the dead traveler). This portal will not be active until you use its sister portal in the Southern Hideout to travel here.

AREA NOTES

Three more rings await your discovery here, but only two are immediately accessible—to retrieve the other, you must travel to the Cliff Forest and raise a stone slab that is blocking the path to a chest holding the final ring.

Two new creatures join the Lizard and the Moth here, but only one is dangerous; the dying Lizardman will prove to be no threat. The Catoblepas, however, is slightly more dangerous. While immobile, it has a fairly quick-ranged attack, and it will use it often. Get good at strafing in a circle around it while you fire a spell or dash in to strike with your sword.

With four exits, this valley is the travel hub for the north part of the island—unfortunately, it is filled with poison, meaning constant use of the Protect Ring. Your best bet is to retrieve the magic rings, then move on to the area of your choice quickly.

STONE PILLARS

Scattered throughout this valley are enormous slabs of stone. Most of them don't block anything useful, and indeed, only result in a short detour around them, but there is a single slab, just south of the entrance from the Worshipping Area, that conceals a chest with a **Magic Ring**. You'll need to travel to the Cliff Forest to raise the slab and retrieve the ring.



AREA 5
DISPOSAL VALLEY

BONES OF THE ANCIENTS

Many creatures rest in peace (and pieces) in this region, including the bones of one unlucky traveler. Located in the very center of the valley, you'll find a **Bracelet** on his body. Just south of his body is a chest guarded by a Catoblepas containing a **Magic Ring**.



THE PORTAL

Near the body of the traveler, just to the northwest, is a save spot and a portal that resembles the one that takes you to the ring creation area—this one does not however. It will transport you all the way to the Southern Hideout, at the southern tip of the island. To activate it, travel to the Southern Hideout and take the portal from there to this valley.



THE EARTH DRAGON

In the far southeast of the valley is a dark pit—dropping in will take you to the Limestone Caverns... unfortunately, it drops you right into the lair of the Earth Dragon. You'll need to come here to proceed deeper into the island, so when you're finished with the Tree Hideout (and the Cliff Forest if you wish to attempt it), this is where you need to go.



THE TREE HIDEOUT

North of the pit to the Limestone Caverns, and in the far northwest of the valley is a span of upward sloping ground. At the first small plateau is a chest containing the third **Magic Ring**. Take it, then continue north and upward—you'll emerge in the Tree Hideout.



A character with a golden head and a green and purple vest is shown on the left side of the page. The character is holding a sword. The background is a circular frame with a decorative border.

AREA 6— TREE HIDEOUT

SIRE,

I have found a refuge from the dangers of this island. A small band of men, explorers from the mainland, were exploring the island and became trapped in this huge hollow tree when the valley was flooded with poison—apparently the poison is a recent development. They number only two now—the bracelet I found down in the valley was from their third companion. There are two ways out of this small hideout, but neither is safe for the men to escape. The valley is barred to them, as they do not have my unusual protection, and the second route leads through the forest up on the cliffs, which appears to be populated by a tribe of extremely inhospitable lizard men. Still, they have supplies for weeks yet and seem safe enough. I will attempt to return and aid them after I have finished my exploration of the island.

Cain

CREATURES ENCOUNTERED IN THIS AREA

None

EXITS

Three, but only two are accessible. One leads to the Disposal Valley, one to the Cliff Forest, and the third to the Limestone Caverns. The Limestone Cavern entrance is up on a ledge, meaning it's one way—you can get here from the caverns, but you can't get back up the ledge.

AREA NOTES

You can take a breather in this area, give the Bracelet to the man at the bottom to receive a **Magic Ring**, and talk to the man on the second level to trade gems for items and acquire a new sword. There is also a small overlook outside the tree that has a second **Magic Ring** hidden with True Sight.

When you're finished exploring here, you can head to the Cliff Forest if you're feeling daring, or go back to the Disposal Valley and drop down the pit into the Limestone Caverns and travel deeper into the island.

THE BRACELET

Talk to the man at the bottom of the tree when he's awake (depending on the hour of the day) and offer him the bracelet. He'll take it from you, giving you a **Magic Ring** in return. If you give him the bracelet and talk to the man on the second level, he'll give you a **Rapier** as thanks for your actions.



TRADES

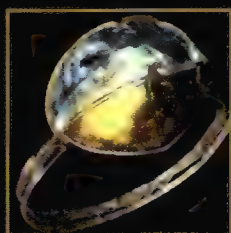
Talk to the man on the second level of the tree and he'll offer to exchange your elemental gems for items. He has a good stock available, and it's worth your time to return here occasionally if you need supplies. Much later, when you reach the Southern Hideout, the portal there will bring you to the Disposal Valley nearby, meaning you can come back and restock on disposable items if you've been running low. The man wants to know if you've seen Lyla... if you return after talking to her at the Southern Hideout, he'll give you a **Stiletto**.

TREE HIDEOUT SHOP

ITEM	COST IN GEMS
Golden Grass	1
Golden Flower	3
Golden Fruit	6
Magic Stone	1
Magic Crystal	4
Magic Jewel	8
Rat's Tail	1
Golden Seed	1
Sahagin's Thorn	1
Cockatrice Feather	1
Small Sword	8
Cinquedea	15



THE OVERLOOK



Head up to the third level of the tree and go through the small covering on the wall—you'll emerge on a small branch of the tree, looking far out into the distance. If you have the True Sight Ring, you'll find a **Magic Ring** right on the tip of the outcropping.





AREA 7— CLIFF FOREST

SIRE,

This forest is like no other I have seen. High above the poisonous valley below, a tribe of hostile Lizardmen and other strange beasts populate the area. Careful exploration (and avoidance of the natives) yielded no indications that the elders have been here, so I will move on to the caverns below the poisonous valley.

Cain

CREATURES ENCOUNTERED IN THIS AREA

NAME	HP	MANA	
Catoblepas	122	18	2/85/-103/3/1/4/69
Young Lizardman	600	16	1/113/-113/3/-5/4/20
Adult Lizardman	1000	16	1/113/-113/3/-5/4/20
Killer Bee	5	5	-2/-12/12/-2/-3/5/1
Giant Killer Bee	700	16	1/-30/30/1/1/1/15
Killer Beehive	500	10	1/1/1/1/1/1/1

EXITS

There are two—one in the northwest to the Tree Hideout and another in the southwest to the Worshipping Area.

AREA NOTES

This area is very dangerous and may not be worth exploring until much later in the game, when you return from the Southern Hideout. If you do want to explore now, you have a chance at making off with a large supply of rings—five **Magic Rings** and two **Auxiliary Rings** await your discovery. Additionally, the Beehives often contain Dragon Eggs, which will fully restore your HP and Mana.

To fully explore the area, you need to light the torches that litter the forest. Use a fire spell to ignite the torch—this will cause the immense stone slabs from the Disposal Valley to rise up and create a path across the cliffs. There are a total of eleven torches, lighting all of them will allow you access to all of the cliffs, and let you retrieve the rings.

There are five main cliffs, lettered A through E. To give you a frame of reference, the exit from the Tree Hideout emerges on Cliff A, in the northwest of the area. Near the entry from the Worshipping area and the save spot, you can reach Cliff A (by taking the north passage) or Cliff D by taking the east passage. The cliffs are lettered in the area you need to explore them to light all of the torches and reach all of the rings.

If you find yourself getting killed in one hit too often, don't worry about it, head for the Limestone Caverns, and return later.

CLIFF A, FAR NORTHWEST

One pillar to the east, several Lizardmen, and a single Beehive comprise this cliff. Light the pillar and head across to Cliff B.



CLIFF B, NORTH CENTER

More Lizardmen and two pillars lie here—one on the southwest tip, and another down a small drop on the north end of the cliff. There is also a save spot located near the second pillar. When both pillars are lit, go across the path they raise to the east onto Cliff C.



CLIFF C, FAR NORTHEAST



You'll be greeted by the buzzing of a Beehive as you cross over from Cliff B. You can fight it if you want (Seek/Branch/Fire Ball works well), then head farther into the cliff. There are **four Magic Rings** on this cliff, clustered to the southeast of the island. There are also four pillars to light.

The first pillar is on the far west of the island, near a Beehive.

The second is due east of the first, and two Magic Rings are located near the second pillar. One ring is on the ground a ways south of the pillar, the other is on the ground a bit to the west.



The third pillar is in the center of the cliff, near a Beehive and a chest containing a Magic Ring. The last two rings are near this third pillar. The first is south and a touch east, near the edge of the cliff; the second is a little west and a bit north. Remember that you can wander around looking down and hammering on the inspect key to pick up a ring, even if you can't see it through the brush.



The fourth pillar is to the far southwest, on the edge of the cliff. When all four pillars are lit, you can cross the newly created bridge near the first pillar onto a small cliff that has another pillar on it. The pillar on the small island raises a bridge to the final auxiliary ring in this area, off of Cliff E.

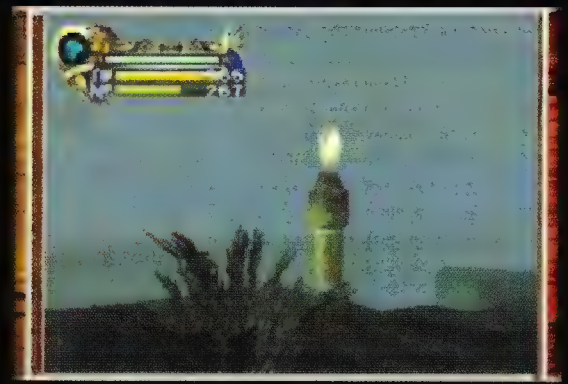


Before you head for Cliff D, explore the far northeast of the island—a whole lot of foliage and a pack of unfriendly Lizardmen guard the **Power of Time**, an auxiliary ring that slows the passage of time. Once you've picked it up, make for Cliff D (head back to the save point and go through the east passageway).



CLIFF D, FAR SOUTHWEST

Two Beehives, Lizardmen, and two torches are on this cliff. The first pillar to light is immediately in front of you as you emerge from the save point. It raises a platform to the cliff proper, and the second pillar is a ways south, on the east edge of the cliff.



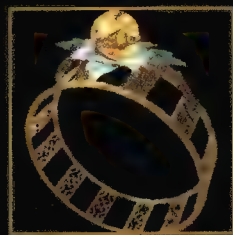
The second pillar raises a platform on the far southwest—this may seem pointless, until you realize that these platforms are rising from the Disposal Valley below.

The stone slab that rises will open up the previously blocked **Magic Ring** in the valley below. (To reach the ring, enter the valley from the Worshipping Area, head south and hug the east wall, you'll see the chest just past the first save point.)

To reach Cliff E, go to the far southeast of the cliff and shoot your Fireball across the gap to hit the final pillar and raise the slab.



CLIFF E, SOUTH CENTER



A few short steps to the north edge of the cliff will take you across the walkway you raised when you lit the pillar over on Cliff C. Your reward is a chest containing the **Power of Growth**, an auxiliary ring that gives you experience for simply walking around. Note however, that the rate of gain is so slow you're better off wearing other auxiliary rings. Once you've picked this ring up, you're done with this area, and you can head out.



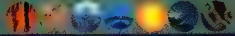
AREA 8— LIMESTONE CAVE

SIRE,

I must be learning to accept the strangeness of this island. I dropped down a pit in the poisonous valley and wound up in a small cave, resonating with the sounds of some enormous sleeping creature's slumber. I carefully inched my way down a narrow rock passage and discovered the sleeping form of the immense Earth Dragon... Wisdom dictated leaving the beast undisturbed, and I carefully went around his resting place and deeper into the caves. The men in the hollowed tree mentioned another man had gone on ahead of me, and if I hurry, I may be able to catch up with him.

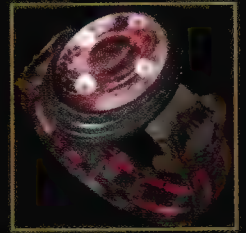
Cain

CREATURES ENCOUNTERED IN THIS AREA

NAME	HP	MANA	
Earth Dragon	Inf	-	Do not disturb!
Ogre	150	8	2/40/-36/1/3/1/41
Ogre Slinger	130	12	1/56/-56/3/0/1/106
Golem	400	20	-/100/-100/-/-/100
Lich	80	12	1/2/1/0/-82/80/223

EXITS

Three, although only two may be taken. One in the far south from the pit to the Disposal Valley (you can't climb back up the slope), one in the far north to the Tree Hideout (a one way drop down to the hideout, located near the save spot), and one in the far east to the Mine Ruins.



AREA NOTES

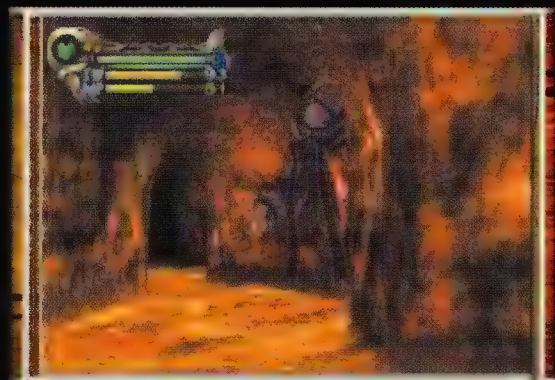
Located within these caves are Liches, Golems, and two types of Ogres... not a particularly hospitable bunch. You'll also find three more rings here—two **Magic Rings** and the **Power of Branch**. At this stage in the game, the Power of Branch will do little more than waste Mana and make your projectile spells difficult to hit with, but once you acquire the Power of Seek, it becomes extremely useful.

Stick with a wind based offensive spell in this area—Wind Cutter will still do the job nicely. All of the enemies in this area will fall quickly to a barrage of Cutters.

The Liches can curse you, which will severely lower your damage potential, but it will wear off and you can use Golden Seeds to cure it if you need to. The Golems are very impressive looking, but they are also very slow, and so as long as you don't let them get close, you'll be okay. The Ogre Slingers are a bit more troublesome. If you stand in one place, they will pummel you badly. Continue to strafe and they'll go down quick enough.

THE POWER OF DARKNESS

Your first chance to get Dark gems will come in the form of the Liches that roam these caverns. Occasionally the Liches will drop a Dead Gem—the level 3 Darkness gem (there are no level 1 or 2 Light or Dark gems). With this gem, you can create a Dark offensive spell, meaning you can get into the Sealed Labyrinth at this point. Of course, if you do decide to head for the Labyrinth, be prepared for several instant deaths.



THE MIGHTY GOLEMS



The mammoth stone golems patrol the caves, and will attempt to crush intruders beneath their immense fists. They will also use their arms to shield themselves from offensive spells, but if you're using Wind Cutter and you get close before firing off the spell, it will hit them before they can block. Just make sure you back away before they retaliate.

THE POWER OF BRANCH

After you leave the Earth Dragon's cave, you'll be in another small cave with a path sloping up to the west. Follow the path and it will curve around east to a small room with a chest in it. Continue east and the path will turn to the north. You will eventually reach a split—one path going west, the other north. Take the west path to reach the **Power of Branch**, located in a chest, then return and take the north path.



FIRST MAGIC RING

From the north branch you'll reach another split, branching east and west. Take the west path a short distance to find the first **Magic Ring** in a chest, then head back to the east to find the save point and the drop off to the Tree Hideout. If you picked up a Dark Gem and want to head to the Sealed Labyrinth, here's your chance to be suicidal...



DEEPER INTO THE CAVES



This next section to the east of the save point is filled with Ogres and Ogre Slingers. Make sure you keep moving when there are slingers around or you'll be pounded by rocks. The second **Magic Ring** is here in a chest. Follow the path south, west, then southwest to find the chest in the corner of a large room just after a large Ogre fight.

From the chest you can take the northwest passage to reach an overlook above the area you walked through, or take the southeast path to head for the exit. From the room just past the southeast path, you'll have two choices again—the northwest exit will take you up to the overlooks on the east side; the southeast exit will take you to the next area and into the dominion of the Fire Dragon. You'll also meet the man who went ahead of you. He'll give you a bit more insight into the Elder's mission on the island, then head out, wishing you luck on your journey.





PART 3— THE DRAGON OF FIRE

- MINE RUINS
- IRON MILL
- RIVER OF LAVA
- MAGIC LABORATORY

A confrontation with the mighty Fire Dragon will occur over rivers of fire, and you will begin to learn more of your true purpose here on the island. The second elemental key and more rings are yours for the taking, as you venture from the ruins of a mine to an ancient magical temple that is more than it appears to be.

AREA 9— MINE RUINS

MY LIEGE,

I encountered the man ahead of me and he was a member of the Research Team. He told me about the Captain. Evidently, the Captain has been corrupted by some power on this island and was the one who destroyed the camp. The Elders are seeking the power of the Eternal Ring and they sent this man to watch over the Captain should he attempt to steal power from them. Their lack of trust in their own men is an asset for us.

I will venture ahead into this next area, which appears to be an abandoned iron mine. Perhaps I'll find the Captain and more discover more answers.

Cain

CREATURES ENCOUNTERED IN THIS AREA

NAME	HP	MANA	   
Fire Rat	55	6	47/2/4/-103/1/3/51
Earth Magus	200	12	1/126/-126/5/2/-/-999
Golem 2	300	0	10/40/-40/10/5/5/40

EXITS

On this level, there are two—one in the far west to the Limestone Caves and another in the north center to the Iron Mill.

AREA NOTES

The mines are pretty cleanly divided into three areas from the west, where you enter, to the far east. The first area that you start in is a series of lifts leading up and to the east, into the center of the area.

The central room is a bunch of stone blocks and contains a few enemies. It leads into the section in the far east where a second series of lifts and moving platforms will eventually lead you up above the central room.

When you hit the top shelf, you will head back westward and you'll end above the central room on the north side, where you can enter the Iron Mill to the north.

There are three **Magic Rings** in this area. One is easy to find within the central room. The second and third are a bit more difficult—one is in the central room on top of a stone block, the other is hidden extremely well beneath one of the platforms on the north side of the eastern area.

You will encounter Fire Rats, which aren't especially dangerous, Earth Magi (which can also be dangerous if you allow them cast spells on you) and the Golem slaves, which cannot be hurt by anything. However, you must defeat the Earth Magus master who controls the Golem.

The Earth Magi can be terribly dangerous if you aren't careful. If you get close, they'll release a stream of Bombers, which will detonate and cause serious damage. If you are farther away, they'll launch Mist at you. You can defeat them by strafing around their spells and launching your own offensive magics, or if you want to risk it, get close and slash—they're extremely weak against physical attacks.

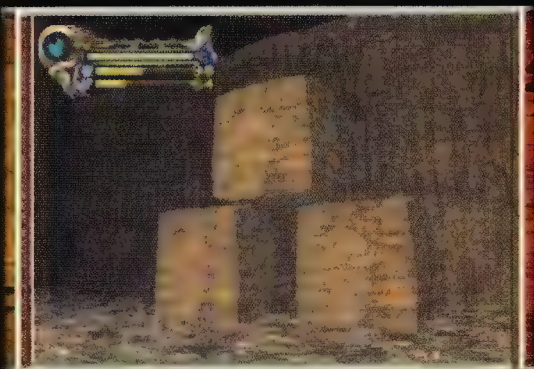
WEST SIDE

You'll enter the area facing east. Walk forward a short distance and the path will branch north to the western area, and south to a save point. Save before continuing on, then go north to the ledges and head up. A few rats will pester you, but you can take them out easily enough, although they do tend to scamper away from you. They usually won't attack unless they can get behind you and jump. Take the lifts up (three in total), then walk toward the east and into the central room.



CENTRAL ROOM

A chest in the southwest has the first **Magic Ring**. You'll also encounter a pair of Golem slaves here. Take out the controlling Earth Magus hovering nearby and you'll be in good shape. When you're finished exploring the room (there isn't much to see), you can go east to the final area.



NOTE

On top of the cluster of three blocks in the northwest corner of the room is where the last Magic Ring is located. The block on the right (east side) is the one you need to reach. In order to get on top of it, you'll have to go through the eastern area, up to the ledge above this room, then drop down and retrieve it. Yes, that means you have to go back through the eastern section once again to get back up!

EAST SIDE

This room is a series of platforms that will shuffle you around the corners of the room, take you down to the bottom, then back up to the top and out west to the ledge above the central room. It looks complicated at first, but there is only one platform you need to take from each stopping point, so just take them in order and you'll reach the exit just fine.



Earth Magi hover through this area ready to cast their heinous spells. If you're still using Wind Cutter (and you can, very effectively), take them out with a bit of careful aiming while you are doing the platform shuffle in this room.



The second **Magic Ring** is hidden under a platform in this room—specifically, the north platform on the second floor (this room has three floors, from bottom to top).



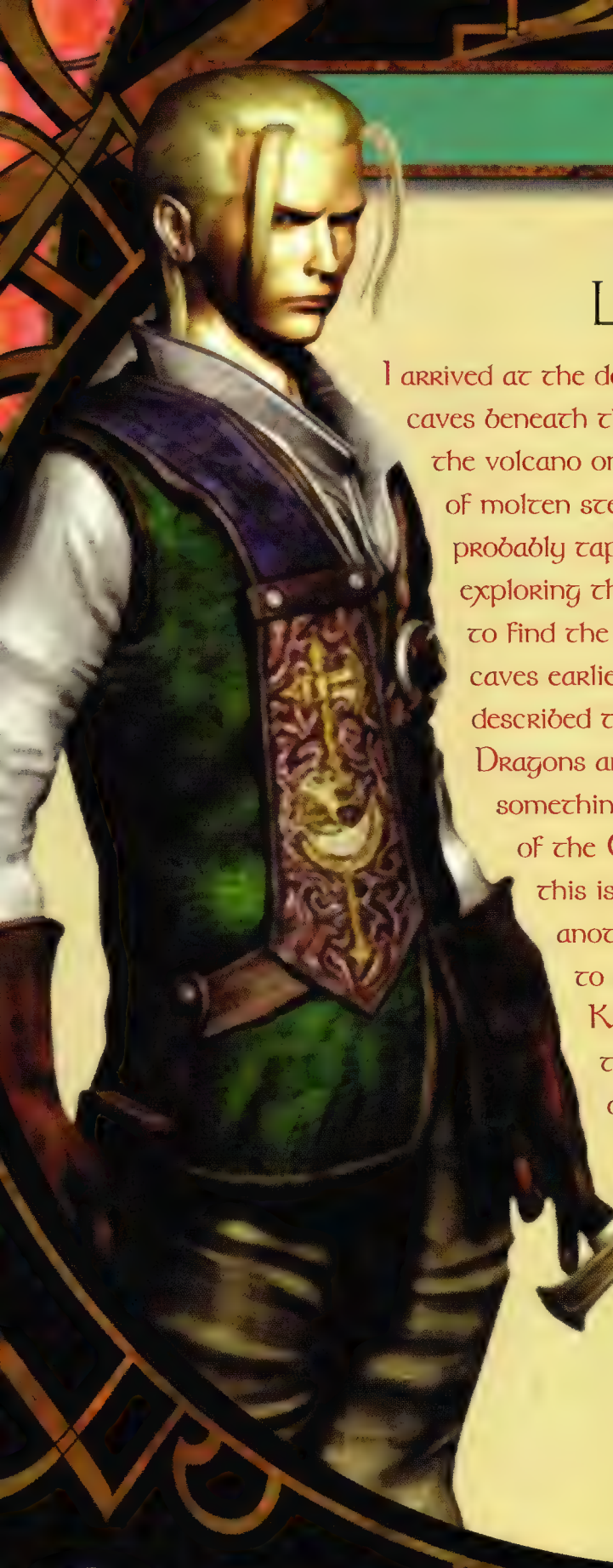
TIP

You can actually grab the ring right through the platform—you don't need to raise it and wait for it to come back down.

TOP FLOOR AND EXIT

From the east area, you'll emerge on the ledge overlooking the central room. Take the lift on the north side up to the ledge above, walk west a bit and look down until you can see the set of blocks with the ring on it. If you want the ring, you can drop down and grab it now, then climb back up here and head north to the exit and into the Iron Mill.





AREA 10— IRON MILL

MY LORD,

I arrived at the derelict iron mill, deep in the caves beneath the island. I believe I am now near the volcano on the island, as there are open flows of molten steel running through the area—they are probably tapping the heat from the volcano. After exploring the mill thoroughly, I was greatly discouraged to find the body of the man who had aided me in the caves earlier. I did find a diary written by an unknown—it described the invasion of this island... apparently the Dragons are the last remaining Solcians. There was also something about a curse from the Solcians or the power of the Eternal Ring—evidently, many of the monsters on this island were once human. When I encountered another door sealed with the sigil of Fire, I was forced to backtrack—and to my surprise, located the Fire Key in a run off from the melted steel. Through the door I found the Captain—or what remained of him. He was mutated beyond recognition, and after fighting him to a standstill, he flew away again, raving about the Eternal Ring. I will pursue him into the depths of the volcano.

Cain

CREATURES ENCOUNTERED IN THIS AREA

NAME	HP	MANA	   
Earth Magus	200	12	1/126/-126/5/2/-/-999
Fire Rat	55	6	47/2/4/-103/1/3/51
Fire Warrior	202	24	167/2/3/-300/5/7/110

EXITS

Two—one in the far northwest on the second floor to the River of Lava and another in the far southwest on the first floor.

AREA NOTES

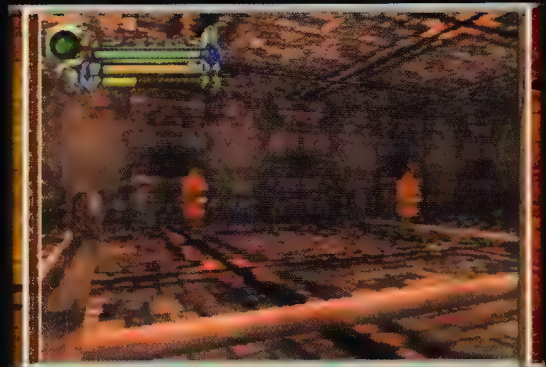
Lots of goodies await you here—five rings and the Fire Key. All five rings are located on the second floor, including four Magic Rings and the Ring of Clarity, which will come in handy immediately.

The enemy that poses the most serious threat in this area comes in the form of the Fire Warriors—they will attempt to silence you, then move in for the kill.

FIRST FLOOR

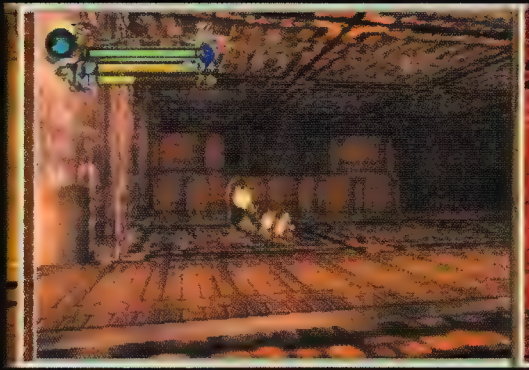
A save spot near the entrance from the Mine Ruins also has a portal to the ring creation room—a place you'll be visiting often now that you've built up your stock of Magic Rings and gems. Spend some time creating a few rings of your choice, and be sure to get some Water, offensive spells, and some new healing spells.

Mix in some Water and Fire attribute rings, then head north and east into the room with a pair of Earth Magi in it. The north end of this room has a pair of vents holding back a stream of molten iron. You must open the vents to reach the **Fire Key** trapped behind one of them. Take the lift on the east side of the room up to the second floor. You can return here once you have raised the vent.

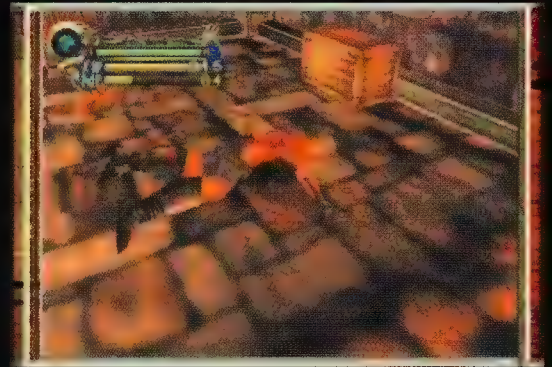


SECOND FLOOR

Your introduction to the Fire Warriors occurs here, and you'll also encounter the body of the Elder mercenary near a diary in one of the rooms. From where you come up the lift, you'll be in the main room for the second floor where a fast-moving escalator speeds along the floor into another pit of molten metal. Make sure you move across it quickly, or you risk a dunk into the metal.

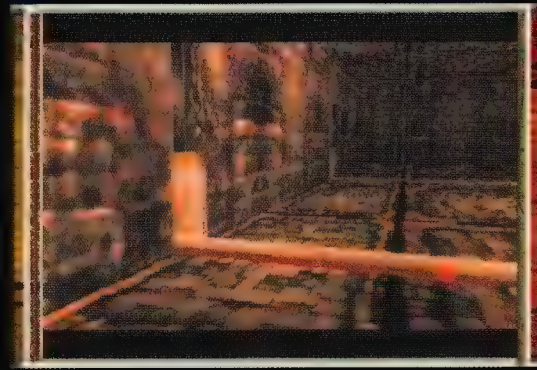


There are four exits from this room—a Red Door, a lift up to the third floor, a door to a room in the east, and a door leading to the rooms on the west side—but you can only go through the west door. Enter it and explore the rooms. You'll find a pair of **Magic Rings** and a door leading to the lift up to the third floor.

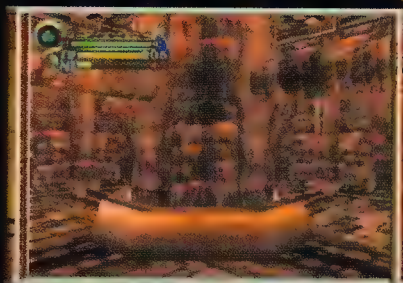


THIRD FLOOR

There is only one quick task to accomplish here. The switch on the platform in the center will raise the vents on the first floor, and the platforms around it can be moved using the switches on the walls behind them. There are two platforms on the north wall and four on the east. To reach the central platform, hop on the eastern platform on the north wall, push the switch. When it moves past the central platform, hop off and hit the switch, triggering the release of the Fire Key back on the first floor.



Head back down and grab the Fire Key, then return here and activate the platform in the far northeastern corner—when it moves, you can drop down into the hole created to get behind the boxes on the east side of the central room on the second floor. Enter the door and you'll find the third **Magic Ring** and a Golem turning a shaft that powers the escalator out in the central room. Destroy the Golem and the escalator will stop moving.



FIRE WARRIORS

The Warriors are dangerous due to their silence and attack pattern, and while you can defeat them with your weapon, you'll be better off simply killing them with a water based offensive spell. Ice Wall works well for this purpose, freezing them and allowing you to get in a free swing or two. Watch their attack pattern carefully. After they swing twice, they will point their sword forward, then lunge at you. Remember that they will *always* lunge at you. You must avoid this attack every time they swing, so keep strafing or you'll wind up impaled on their swords.



THE CAPTAIN

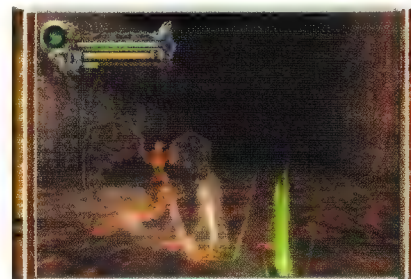
BOSS FIGHT—CORRUPTED ONE

NAME	HP	MANA	
Corrupted One	1000	250	2/3/6/1/-78/85/80

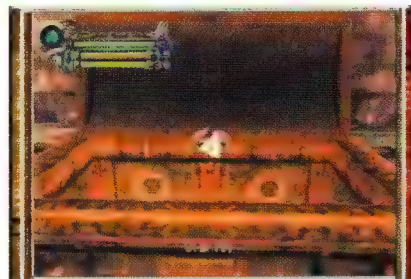
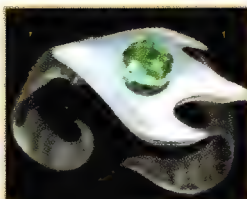


Once you have retrieved the Fire Key, you can go through the door on the second floor to reach the room leading out to the River of Lava. First check the far northeast corner for the fourth **Magic Ring**, then take a few steps west. You'll trigger the encounter with the now horribly mutated Captain.

The Captain will launch Bombers and Sonic, and release a spray of poison in a ring around himself. Your best bet is to continually strafe in a circle around him to avoid his attacks, fire an Ice Wall to freeze him, dart in for an attack or two, then repeat the pattern. Be careful not to move in close until the cloud around him dissipates, or you'll get poisoned.



Once the Captain is defeated, you can go through a door just to the southwest and receive the **Ring of Clarity**, then head west and enter the River of Fire.





AREA 11— RIVER OF FIRE

MY LIEGE,

I have located the woman known as Lyla, but I know not if I will live long enough to tell you more. Her magics shielded me from the onslaught of the Fire Dragon, but as I write this, I am traveling down a stream of magma, encased in a shell of her creation. The Fire Dragon knocked me flat scant seconds after her spell went off, and I can only hope it holds long enough for me to land somewhere safe.

Cain

CREATURES ENCOUNTERED IN THIS AREA

NAME	HP	MANA	    
Bomb	200	8	2/55/-110/3/6/1/87
Flame Axeman	320	24	231/2/5/-231/3/7/105
Phoenix	875	24	333/1/10/-333/5/-3/333
Phoenix Pool	530	32	333/1/10/-333/5/-3/333
Fire Dragon	Inf		Trouble!

EXITS

Two—one in the far north near a save point to the Iron Mill and another in the far southwest via Dragon Express to the Magic Laboratory.

AREA NOTES

Two Magic Rings await your discovery here, and you'll have your first encounter with the most inhospitable Fire Dragon, as well as the mysterious woman Lyla.

The creatures here are not particularly dangerous, and they drop excellent gems, so this is a good place to stock up on higher level stones.

When you are ready to leave the area, just trigger the Fire Dragon event in the southwest to exit.

ENCOUNTER

Your entry to this region will not go unnoticed. Near the save point at the beginning of the area is the masked man you met much earlier at the Worshipping Area. He tells you of the curse on this island: If you don't succeed in finding the Eternal Ring, you will gradually become a monster, doomed to roam the island. Apparently Lyla knows how to find the Eternal Ring. He also tells you of another man you will meet up ahead—the King of Aldine, though not in human form any longer.



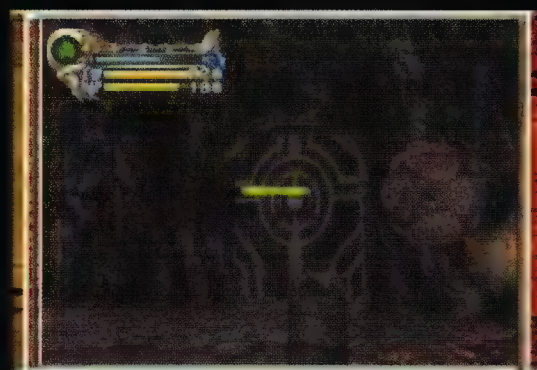
FLAME AXEMAN



When you are done speaking with the man, head south and begin navigating around the river of lava. You'll encounter the first creature in this area, the Flame Axeman. He'll hurl Tornadoes at you, breath flame, and attempt to cleave you with his mighty axe if you get close. Use your Ice Wall to freeze him in his tracks and then stab him with your blade. Simply repeat this until he drops. Remember that Tornado can paralyze you, which is not a good status to have while trying to dodge his attacks. If you get paralyzed, either keep him frozen until he drops, use an item to cure the paralysis, or back off until it wears off.

BOMBS AND THE SEALED DOORS

Just past the first encounter with the Axeman, you'll find a Bomb resting in front of a door with an odd symbol on it. Deal with the bomb first—preferably with a fast firing spell. Ice Wall and the other second level attacks won't work on the Bombs, as the Bombs float, so use a directed spell to hit them. Be careful when you kill them, as they will float toward you and explode. Back away to a safe distance after you see one beginning to move erratically. Once the first bomb is out of the way, you need to open the door—use an offensive spell (say, Wind Cutter, which also works well on the bombs) on it and watch it open up, then continue on your way.



THE PHOENIX



Through the fourth door (two passages from the first door), you'll encounter a pool of lava blocking your path across the river. Get close and a flaming bird will emerge from the Lava—the Phoenix. Unfortunately for the bird, you can destroy the pool of lava to destroy it, so unload with Ice Wall and watch the Phoenix drop. Once the Phoenix is eliminated, head across the river and check the chest in the southwest for the first **Magic Ring**.

ON TO THE DRAGON

Head north and through a final set of sealed doors and you'll encounter what appears to be another ravening beast out to kill you... until it attempts to speak with you. Talking with the creature will reveal that it's actually the King of Aldine, twisted into a beast by the curse on the island. He tells you of his attempted invasion of this island and the Solcian people, who laid the curse that transformed he and his men.

He probably would have told you more, but the angry form of the Fire Dragon arises from the river and incinerates the former King. A voice from the north shouts for you to run, which would be wise—the Dragon will roast you if you don't move fast. Run for the north passage. Head through it and you'll emerge near the woman—Lyla.



The second **Magic Ring** is on the ledge near here, but you'll have to return later to retrieve it—before Lyla has a chance to tell you much, you are blasted from the ledge by the breath of the Fire Dragon. Thankfully, Lyla shielded you with a spell, but when you awaken, you will have arrived in the depths of the Magic Laboratory...





AREA 12— MAGIC LABORATORY

SIRE,

As should be obvious from the existence of this letter, I am still alive and well. Lyla's spell was powerful enough to protect me from the ravages of the lava, and I have arrived in an unusual and dilapidated structure. There is still some majesty evident in the workmanship of this place, be it a palace or some form of temple. I shall endeavor to return to the surface—if Lyla could protect me, I believe she survived the attack, and I must find her to learn of the Eternal Ring.

Cain

CREATURES ENCOUNTERED IN THIS AREA

NAME	HP	MANA	     
Fire Rat	55	6	47/2/4/-103/1/3/51
Fire Warrior	202	24	167/2/3/-300/5/7/110
Fire Shaman	450	30	226/2/-2/-226/3/-1/101
Chimera	500	24	10/12/9/15/-216/180/103

EXITS

Two—one in the far west to the Ruins and another down in the center pit to the Eternal Ring... although it is not accessible just yet.

AREA NOTES

Several goodies for you here—a total of five rings, including four **Magic Rings** and the ring of Sacrifice. The passage to the Eternal Ring is also located here, but you will not be able to unlock it without all four elemental keys.

If you wish to gain some experience and acquire all of the items here, activate each of the portal stones around the central pit, and when you are ready to leave, head up the west passageway.

Wondering about the two portals to the far north and far south? The far south comes from a portal in the Library, the one to the far north from a portal in the Tower of Storms.

NORTH PILLAR

First things first... activate the save spot, and if you have any rings you wish to forge, do so, then trigger the northern pillar, which will teleport you to the first of four short hallways with nasty beasts and goodies inside.

A short passage from south to north, with doors on the east and west leading to rooms containing Fire Shaman. The west door has a Magic Jewel in a chest, the east more experience points—assuming you defeat the shaman within. Go through the north door to return



EAST PILLAR

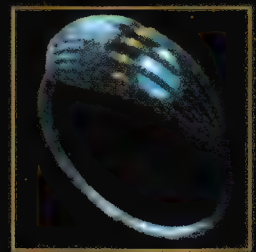
Same layout here—except this time, a Chimera awaits you at the end of the hall. A very unpleasant creature, but if you used your Sunbeam gem to forge Divine, he'll drop in a single hit. Go through the east door and open the chest to reveal a **Magic Ring**, then go north and back out.



SOUTH PILLAR



This area runs north to south, with four doors here, two each on the east and west. The first door on the west contains a **Magic Ring**, the second door on the east, a Dragon Egg. Your only opposition here is a few Fire Rats, so when you're done, hit the portal and return to the main floor.



WEST PILLAR

Last stop—a single door on the west holds a Fire Warrior and the ring of **Sacrifice**. This ring is useful if you are facing enemies that have the potential to kill you in a single hit, and you are far from your last save point. When you're ready, return to the main floor and head west and up the stairs to leave the laboratory.



NOTE

Two more Magic Rings can be found in the main area—one behind the north pillar, and one behind the south pillar. The south pillar ring is concealed with True Sight, so you'll have to return later to retrieve it.

THE EVIL CHICKEN

BOSS FIGHT—GIANT COCKATRICE

NAME	HP	MANA	
Giant Cockatrice	1000	300	12/5/24/10/355/355/159

Your exit from the Laboratory will be opposed by an immense fowl... Perhaps not what you were expecting, but still dangerous and potentially lethal. Keep your strafing up and use an offensive spell of your choice to dispatch the Cockatrice and you'll be on your way to the Ruins.





PART 4— THE DRAGON OF WIND

- RUINS
- LIBRARY
- SOUTHERN HIDEOUT & UNDERGROUND LAKE
- TOWER OF STORMS
- SNOWSTORM PLAIN

The final leg of your journey, and an encounter with the deadly Wind Dragon await you in this, the last region of the island. Your travels will take you from the ruins of an army camp to the frozen plains, where a great Black Dragon lies sleeping. The two remaining elemental keys are to be found here, and your passage to the end of the game will be unlocked.

AREA 13— RUINS

SIRE,

I have at last emerged from beneath the island, and I appear to be in the ruins of a military camp—perhaps the camp of the Aldine army. Spirits of the dead walk in animated form and I am harried by other, more alive but no less dangerous, creatures. A short distance across the camp I can see the walls of some crumbling edifice. I will attempt to work my way there. I grow weary my lord, these rings I use to fight the creatures sap my strength and drain my will. I hope I am near the end of my journey.

Cain

CREATURES ENCOUNTERED IN THIS AREA

NAME	HP	MANA	   
Animated Armor	600	24	14/5/6/-14/-136/136/203
Hellhound	80	18	147/5/-6/-147/-12/25/125
Werewolf 2	250	20	5/9/-4/-1/-109/118/105
Hawkman	600	30	1/-372/272/-6/8/-12/200

EXITS

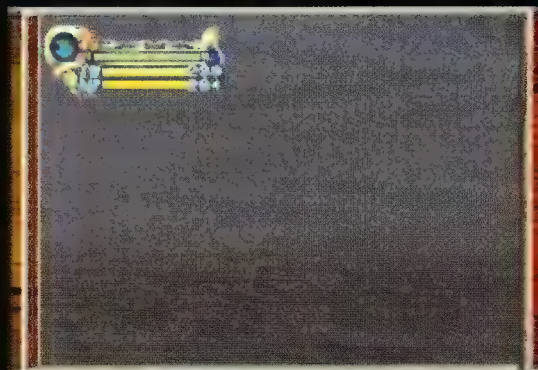
Two—one in the northeast to the Magic Laboratory and another in the northwest to the Library.

A very small area, the Ruins are home to two **Magic Rings**, a new **Sword**, and several new enemies.

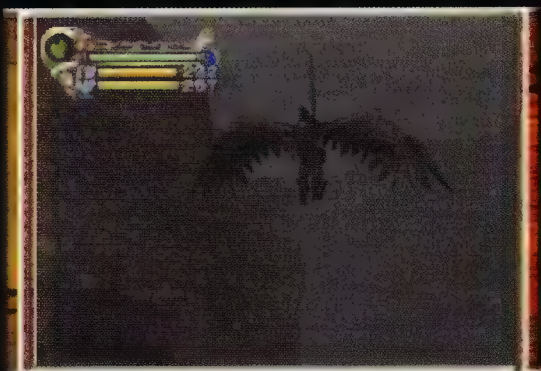
The slightly more powerful werewolves aren't much of a problem—freeze them or hit them with Divine for instant death. The same tactic will work with the Animated Armor, though it takes quite a beating otherwise. The Hawkmen will fall fast to a barrage of Poison, or failing that, Material Arrows. The Hellhounds are extremely weak to water, so use Ice Wall or Ice Trap to knock them down fast.

A NEW BLADE

From the entrance to the area, you will be immediately jumped upon by a werewolf—put him down. Head south to a small clearing, where you will find the **Hunting Sword** resting on a pedestal. The Hunting Sword is very slow, but much more powerful than your existing weapons. It works well if you are adept at dancing away from enemy attacks and then lunging in to strike at them. The first **Magic Ring** is here, but it's hidden with True Sight, so you'll have to return later to pick it up.



HAWKMEN



The Hawkmen will take to wing immediately upon spotting you, and begin firing arrows down at you. Drop them with Poison or Material Arrow, but be careful if there are any other enemies in the area—staring up all the time can leave you open to the slow moving Animations. The Hawkmen also drop the Tornado gem, the fourth level Wind stone. Acquiring six will allow you to forge the **Spear Ring**.

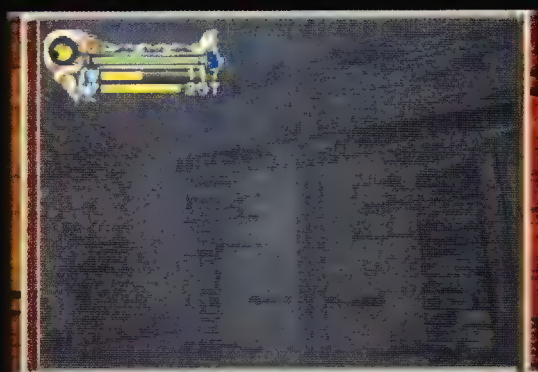


HELLHOUNDS

While extremely weak to water, the Hellhounds are very useful for one important reason—they drop the level 4 fire gem, Phoenix. Spend some time fighting them until you have acquired six, which will let you forge the **Fiery Avenger Ring**.



TO THE LIBRARY



After you've retrieved the sword, rings, and gems, head to the northwest and you'll find the entrance to the library. If you didn't get enough gems, turn around and return to the Ruins to defeat a few more enemies.



AREA 14— LIBRARY

SIRE,

My lord, I have found Nell Gray, the King of Aldine's banner man. What he told me has given me both the answers I sought to find on this island, and revealed a grave danger to our kingdom, and indeed, all civilized lands. The Eternal Ring is not a ring. It is a prison, for some unimaginably powerful being. When the Solcians fled to this island and attempted to use the Ring to defeat the Aldinians, they released the creature, and it cursed them, transforming many to monsters, and the elders into the Dragons that still roam this island. They were able to reseal the being, but it is struggling to break free, and I must find a way to destroy it. I know now of my heritage, and why I am able to wield the power of magic. Lyla is my sister, and I must find her.

Cain

CREATURES ENCOUNTERED IN THIS AREA

NAME	HP	MANA	
Fire Gargoyle	500	20	500/0/0/0/0/0/0
Earth Gargoyle	500	20	0/500/0/0/0/0/0
Wind Gargoyle	500	20	0/0/500/0/0/0/0
Water Gargoyle	500	20	0/0/0/500/0/0/0
Light Gargoyle	500	20	0/0/0/0/500/0/0
Dark Gargoyle	500	20	0/0/0/0/0/500/0
Normal Gargoyle	500	20	0/0/0/0/0/0/500
Willowisp	50	16	-5/6/12/11/174/-174/189
Lich	80	12	1/2/1/0/-82/80/223

EXITS

Three exits await you. The doors out to the south lead to the Ruins, and down on the lower level, a portal returns you to the Magic Laboratory. Finally, a passage to the west of the portal leads to the Southern Hideout.

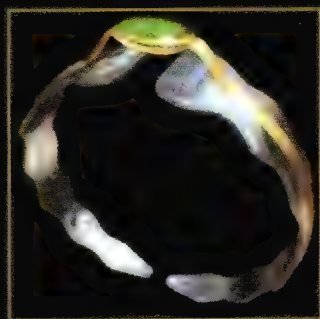
AREA NOTES

While seemingly large, this area is very simple—you only need to flip two switches on the upper floor to activate the lift down to the lower level.

Two rings await your discovery; one on the lower level, the **Power of Seek**, and one on the second floor east side, a second ring of **Sacrifice**.

This area is populated with the single Gargoyles, Willowisps, and Liches, and is an excellent place to stock up on Light and Dark gems. You may wish to spend some time here and in the Ruins building up your supply of gems to forge some powerful rings.

Also, you are closing in on the portal back to the Disposal Valley, meaning you will soon be able to explore the Cliff Forest and trade in gems for any necessary supplies at the Tree Hideout.



MAIN FLOOR, EAST SIDE

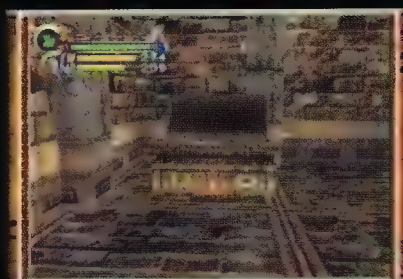
From where you enter the area, head straight north through two doors. You'll arrive in a central room that holds the lift down to the lower level, but it is not active yet. All the way north through another door is a save point and a portal to the ring creation area. Forge any rings you may need, then return to the central room and go through the east door.

The first room you enter holds the lift up to the second floor—to activate it, you must defeat the three Gargoyles in the next rooms. Take the northeast door to reach the Water Gargoyle, then go through the next two rooms to reach the Light and Wind Gargoyles. Defeat them, then return to the lift and head up to the second floor.



SECOND FLOOR, EAST SIDE

You arrive facing the door to the northeast, and there is another door to the southeast. The series of rooms you are entering loops back around just as the Gargoyle rooms did, so it doesn't matter which one you take. Whichever path you choose, in the third room there is another door to the southeast that holds the first switch you need to trigger. Press it and return to the first floor.



NOTE

The third room also contains a chest holding another ring of Sacrifice.

MAIN FLOOR, WEST SIDE



Same process as the east side. If you take the northwest path first, the Gargoyles are Earth, Dark, and Fire. Again, defeat them all and take the lift up.

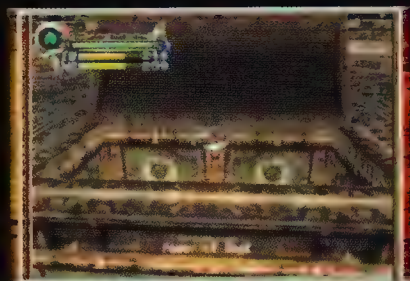
SECOND FLOOR, WEST SIDE

This time you'll be facing to the northwest. The third room holds the door to the second switch (in the southwest corner), and the fourth room (if you took the northwest door) or the second (if you took the southwest) holds a chest containing an Earth Dragon Gem. Once you've hit the switch, return to the central room and descend the now active lift to the bottom floor.



LOWER LEVEL

You arrive in a long hallway heading south, with three doors on the east and west walls. None of the rooms on the sides holds anything interesting, however, so you can proceed all the way to the south door. A single normal Gargoyle awaits you in the room past the south door. Dispatch it, then head through the southeast door to reach a small room containing a chest with the **Power of Seek!**



Equip this ring post haste, as your battle effectiveness has suddenly become much greater. If you also equip the Ring of Branch, you will be firing twin projectiles that home in on enemies. Remember that equipping the Ring of Branch doubles Mana costs (for those spells that it works with), so you may wish to hold off. On the other hand, many of the lower level spells become much more useful when they are homing, and combining them with branch doubles a minimal Mana cost, so you get a lot of power from a small amount of Mana.



When you're done gloating over your new acquisition, examine the room more carefully to find a portal leading back to the Magical Laboratory, and a rough hewn passage to the east that leads to the Southern Hideout—your next destination.

AREA 15—

SOUTHERN HIDEOUT & UNDERGROUND LAKE

MY LORD,

Finally have I emerged from the library at the southern end of the island, and amidst the wreckage of many buildings, I have found Lyla's home. The situation is as grave as I thought, and I must now travel to the Tower of Storms to confront the Wind Dragon. He holds the Wind Key, and I must assemble all four keys and return to the building I had thought to be a temple. It is not. It is the Eternal Ring, the prison to hold that deadly being within. The being's name is Soulus, and the ancestors of the Solcians created it—my ancestors. I must take the keys and unlock the prison, then travel within and pray that I am capable of preventing Soulus from breaking free.

Cain

CREATURES ENCOUNTERED IN THIS AREA

None

EXITS

Three—one in the northwest to the Library, one in the northeast to the Underground Lake, and in a portal near Lyla's House to the Disposal Valley.

AREA NOTES

You've finally reached the south end of the island, and you are now near the end of your quest. Lyla's house is a short distance west of your entry to the area, and a portal near her house can take you all the way back to the Disposal Valley, where you can return to the Cliff Forest, and head to the Tree Hideout to restock.

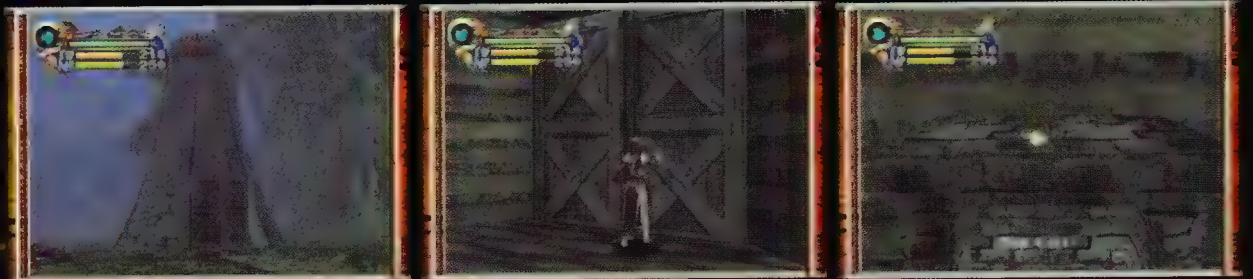
Past Lyla's house to the north is the entry to the Underground Lake, a short area where you will encounter the Water Dragon for the last time, then venture on to the Tower of Storms, home of the Wind Dragon and the last leg of your journey.

You also finally acquire the True Sight Ring in Lyla's house (which can immediately be put on to find a hidden **Magic Ring** on her mantle), meaning you can return to any areas you missed Magic Rings in and retrieve them.

From here you need to decide if you wish to journey back to the early areas or forge ahead and head for the end game.

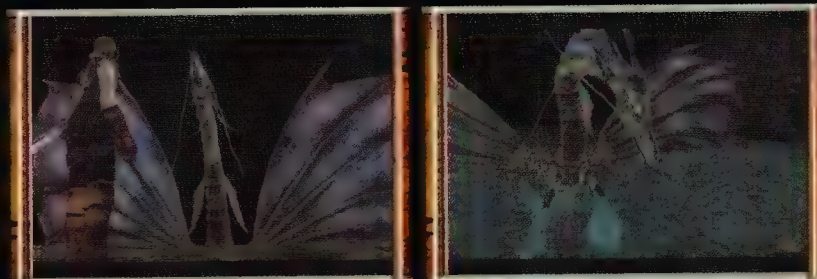
LYLA'S HOUSE

Walk down the path to the west to reach Lyla's home, a small windmill on the edge of a cliff. Inside her house on the mantle is the **True Sight** ring, which you can put on immediately to find a **Magic Ring** in the same spot. Speak to her to learn about the truth of the Eternal Ring, then head out for either the Disposal Valley or the Underground Lake.



UNDERGROUND LAKE

A short trek across a winding walkway above the lake will lead you to an encounter with the Water Dragon, who tells you more of the truths behind the island. When he is done, he departs, and you are free to proceed to the Tower of Storms to the north.





AREA 16— TOWER OF STORMS

SIRE,

My quest is one of madness. I am climbing an immense tower to face the mighty Wind Dragon who lurks atop it. I hope this letter reaches you safely, should I fail, I doubt my remains will.

Cain

CREATURES ENCOUNTERED IN THIS AREA

NAME	HP	MANA	
Griffon	650	30	12/-203/397/-9/0/10/205
Baby Dragon	300	24	21/-456/487/-2/-7/12/500
Hawkman	600	30	1/-372/272/-6/8/-12/200

EXITS

Three—a passage in the far south back to the Underground Lake, and two portals on the north wall of the bottom floor. The west portal leads to the Magic Laboratory, then east to the Snowstorm Plain.

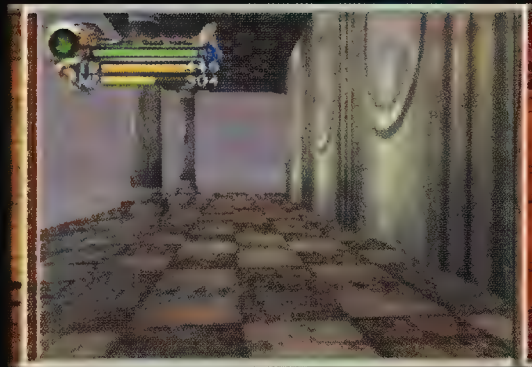
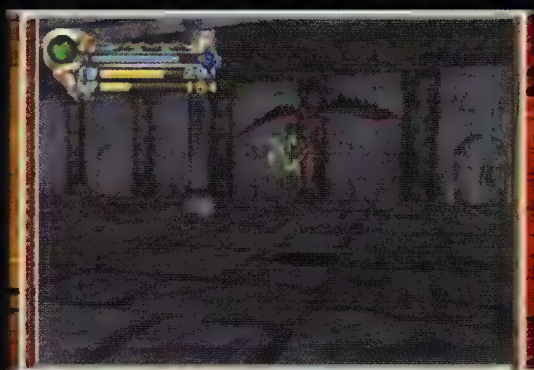
AREA NOTES

There are no rings, only a single Divine Gem in a chest on the fourth floor and two portals to other areas. This area is simple—you need only climb to the top of the tower. Of course, you have to deal with Griffons and Hawkmen the whole way up. When you reach the top, there's an angry Wind Dragon waiting for you...



BOTTOM TO TOP

The tower is very straightforward. As soon as you enter the area from the Underground Lake, hit the save point just a ways down the hall, prepare any rings you may need, then enter the bottom floor of the tower and start climbing. You'll go up six floors to reach the top, but each floor is extremely small—just find the next staircase up and climb. When you reach the final floor, a lift will take you up to the top of the tower, where you will face the Dragon.



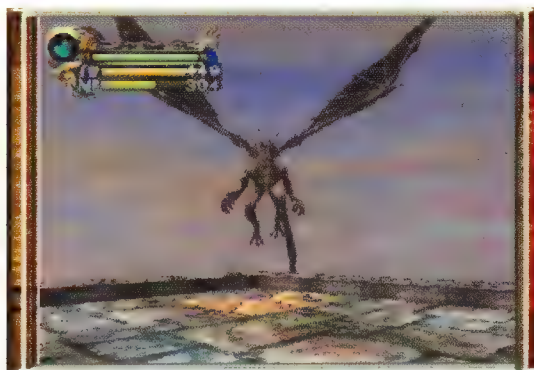
DRACONUS FLAMEN

BOSS FIGHT—WIND DRAGON

NAME	HP	MANA	
Wind Dragon	1500	300	15/-300/278/21/112/5/300

You will not receive the Wind Key without a fight. This monstrous beast will rise up from one of the corners of the Tower, buffet you with his wings, then launch Tornadoes at you.

The safest way (by far) to fight him is to use one of the summon spells to freeze him in place. Make sure you are close enough to trigger the summoning, let it take its course, then cast another as soon as you are able. Because he will spend much of his time paralyzed while the summon spell cuts him to ribbons, you won't have to spend as much time dodging. This technique is a bit Mana intensive, so be sure to bring along plenty of Mana restoring items.



Alternatively, you can use Poison or Mist with combined with Seek and bombard him with the power of Earth. However you decide to attack him, when he finally drops, the **Wind Key** will appear, hovering in a corner of the tower. Take it and return to the bottom of the tower, where you can open the Green Door. Behind it is the portal to the Snowstorm Plain, your next destination.





AREA 17— SNOWSTORM PLAIN

MY
LORD,

As should be evident by the existence of this letter, I still exist. My mission was successful, the Wind Dragon is no more and the Wind Key is in my possession. I have traveled via magic to a snowy plain, however, I am not sure where on the island this place is. I encountered a soldier from the Aldinian army, transformed like the others into a beast, but he maintained a hold on his humanity, and he was able to tell me of a great Dragon ahead who has apparently gone to sleep to save the last remnants of its human side. I believe the Earth Key will be found in this wintry land. Should I find it, I will return to the gateway to the Eternal Ring and unseal it. Wish me luck, my liege.

Cain

CREATURES ENCOUNTERED IN THIS AREA

NAME	HP	MANA	
Griffon	650	30	12/-203/397/-9/0/10/205
Harpy	220	24	-21/-248/248/10/-24/12/128
Baby Dragon	300	24	21/-456/487/-2/-7/12/500
Yeti	1000	30	-215/100/15/315/12/-20/201

EXITS

There is only one: the portal that you used to get here from the Tower of Storms, which lies in the far southeast corner of the plain.

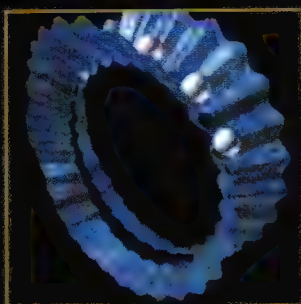
AREA NOTES

These snowy plains hold the Earth Key, the final key you will need to unlock the Eternal Ring. They are also home to a great Black Dragon, but he has been asleep for years, and now lies entombed in a coffin of ice. Three rings rest in the plain, two **Magic Rings** and the **Ring of Enlightenment**.

THE BLACK DRAGON

When you enter the area, you will encounter a former soldier of Aldine who will speak with you briefly. When you are done conversing, head due west until you find a tunnel sloping down to the north.

Go down the tunnel and you will emerge on the snowy plain in the center of the area. Head east a bit to find a chest with the ring of **Enlightenment** in it. You can see the Black Dragon here, frozen beneath a lake of ice. After you've taken the ring, return to the snowy path and continue west until the path turns north.



NOTE

The Enlightenment Ring is very powerful, lowering the cost of all of your spells. It's worth equipping it if you can spare a slot.

PASSAGE TO THE EARTH KEY



Follow the trail to the north; it will split to paths heading north and east. Take the northern trail to find a **Magic Ring**, then return and head east. Walk down a tunnel and past the plain.

Continue east and up another tunnel, where the path will curve south, then back west down a tunnel and onto the plain again.

Follow the narrow ledge of ice through the plain of snow to the west, and you will reach a final tunnel leading up to a small snowy area. Use your True Sight to find a **Magic Ring** in the southwest corner, then take the passage to the south to find the **Earth Key** in a chest.



Your goal is complete here; you can now return to the Tower of Storms, unlock the Yellow Door, and teleport back to the Magic Laboratory.



THE MONSTERS

The Yeti in this area are extremely susceptible to Flame, and using Fire Wall with Branch and Seek is quite effective. They tend to drop level 4 Wind and Water gems, which is handy if you're trying to create the Spear or Projectile rings. They're also worth good experience points and are easily defeated. Consider spending some time fighting a few and leaving to allow the creatures to respawn if you need experience.



The Harpies are a very low priority target. Don't spend any time trying to knock them out of the air unless you really need more gems, as they won't do much to attack you.

The Baby Dragons can be dangerous if you don't take them out before you navigate the central ledge across the snow plain—their gusts of wind can push you off the ledge and into the icy ravine below.



Finally, the Griffons are just as they were in the Tower of Storms—note that Fire Wall works well against them as well, as they hover low enough to the ground that it will hit them easily.





PART 5— THE ETERNAL POWER

● ETERNAL DIMENSION

● ETERNAL RING

The conclusion of your travels will take you into a magical prison forged by the ancients, and a battle with an immensely powerful being awaits within....

AREA 18— ETERNAL DIMENSION

SIRE,

I go now to unseal the Eternal Ring. I hope you will pray for the success of this task; should I fail, I am loath to think of the consequences. Were there an alternative to unlocking the Eternal Ring, I would gladly take it, my lord, but if I do not try to stop him, Soulus will break free and the troubles in our kingdom will be meaningless before the devastation he will cause. Farewell, my liege.

Cain

CREATURES ENCOUNTERED IN THIS AREA

NAME	HP	MANA	
Lich 2	400	30	42/40/41/63/-82/82/500
Earth Magus 2	700	30	100/200/-126/100/100/100/-200
Gargoyle 2	1000	30	-/-/-/-/-/500
Dark Warrior	3000	32	423/398/421/359/391/391/401

EXITS

None.

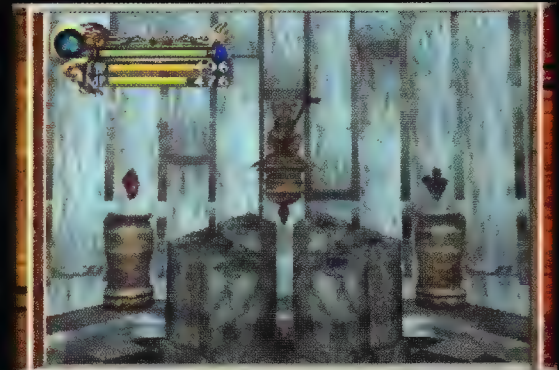
AREA NOTES

The final battle will occur in the magical dimension created by your ancestors. Here you must prove your worth against the might of the corrupt Captain and Soulus himself.

THE MAGIC LABORATORY

Each of the four pedestals must have the correct key inserted into it. Go to each pillar, check the color of the gem, and insert the same colored key. When all four are placed, a path will be clear to the door down at the bottom of the pit—that door leads to the Eternal Dimension. This is your last chance to prepare rings. When you are ready, save your game, head down the steps and enter the door.

You will arrive at the ring creation area and the magician who has been aiding you to create rings all this time will allow you a last chance to create rings. Once finished, you may step on the portal to be transported to the Eternal Dimension.



THE ETERNAL DIMENSION

Run. If you really, *really* want to, you can fight the creatures here, but you are at serious risk of instant death from many of them, and truly, what need is there to fight the creatures here when you are steps away from the end? The path is straight, winding down into the depths. You will pass through two doors before you reach a last, sealed door, where the collapsed Lyla will greet you. Something is very wrong. Head through the door past her to find who struck her down.



A FINAL CONFRONTATION

BOSS FIGHT—THE CAPTAIN

NAME	HP	MANA	
Corrupted One 2	3000	500	24/36/11/21/458/457/74

The fully mutated form of the Captain is here, attempting to smash his way into the Eternal Ring. You must not let him enter. Unload with your most powerful elemental attacks until he drops, then pass through the door to the final battle.



AREA 19—
ETERNAL RING



CREATURES ENCOUNTERED IN THIS AREA

Soulus!

EXITS

None.

AREA NOTES

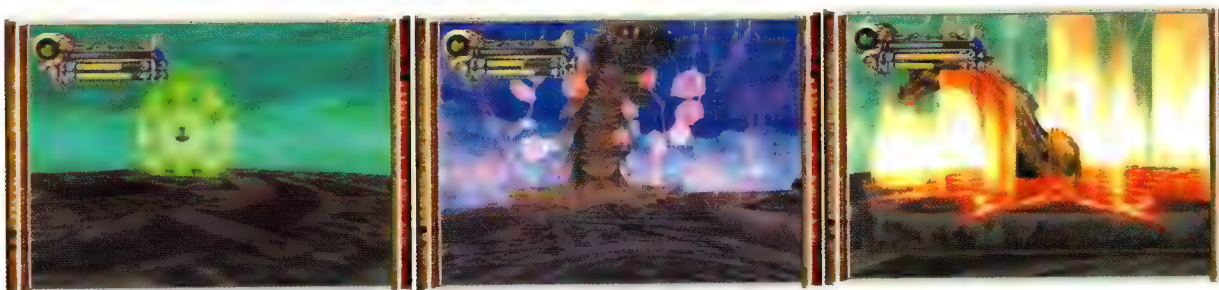
This is it. The final confrontation between you and Soulus.

THE ETERNAL RING

BOSS FIGHT—SOULUS

NAME	HP	MANA	
Soulus	3000	0	223/223/223/223/223/223/0
Soulus Orb	500	36	0/0/0/0/0/0/0

Soulus himself is protected against all types of attacks short of physical, so it does not matter what you use on him. If you are comfortable with your strafing, you can simply keep moving around him in a circular pattern. All of the Orb's attacks will miss you, and you can focus on hammering Soulus with your most powerful spells. Don't hesitate to use all of your curative items in this battle, this is the last challenge you must face.



THE ITEMS

Throughout the course of your adventure on the island, you will acquire a variety of strange items. Ranging from consumable single use items that recover your HP and Mana, to the elemental gems that allow you to forge new rings, this chapter will give you a quick overview of every item available. The "shop" column denotes whether an item is available at the first or second stores in the game (at the warehouse and the tree hideout, respectively). Remember that the warehouse quickly becomes unusable, so if you wish to purchase items from it, you need to do so before clearing the Water Shrine.



NORMAL ITEMS

NAME	SHOP	NOTES
 Golden Grass	1 st /2 nd	Heals 80 hp
 Golden Flower	1 st /2 nd	Heals 150 hp
 Golden Fruit	2 nd	Heals 250 hp
 Magic Stone	1 st /2 nd	Heals 80 mp
 Magic Crystal	1 st /2 nd	Heals 160 mp
 Magic Jewel	2 nd	Heals 400 mp
 Dragon Scale	N/A	Heals 300 hp and mp
 Dragon Egg	N/A	Completely heals hp and mp
 Rat's Tail	1 st /2 nd	Cures Seale
 Golden Seed	1 st /2 nd	Cures Curse
 Sahagin's Thorn	1 st /2 nd	Cures Poison
 Cockatrice Feather	1 st /2 nd	Cures Paralysis
 Dragon Potion	N/A	Cuts mp usage in half for 30 seconds
 Fire Dragon Fang	N/A	Increases Fire attribute by 3 permanently
 Water Dragon Fang	N/A	Increases Water attribute by 3 permanently
 Earth Dragon Fang	N/A	Increases Earth attribute by 3 permanently
 Air Dragon Fang	N/A	Increases Wind attribute by 3 permanently
 Gold Dragon Fang	N/A	Increases Light attribute by 3 permanently
 Silver Dragon Fang	N/A	Increases Dark attribute by 3 permanently
 Elder Dragon Fang	N/A	Increases all attributes by 2 permanently

SPECIAL ITEMS

NAME

USE



King's Scroll

In your possession at start of game, used on the Captain at the Research Team HQ



Weapon Form

Received from the Captain, can be exchanged for the Knife in the warehouse



Bracelet

Found in the Disposal Valley, given to a man in the Tree Hideout for a Magic Ring; also triggers the first shop event there (resulting in the acquisition of the Stiletto)



Water Key

Recovered from the bottom of the Water Shrine



Fire Key

Found in the Iron Mill after opening the lava flow



Wind Key

Received after defeating the Wind Dragon



Earth Key

Found inside a treasure chest in the Snowstorm Plain

ELEMENTAL GEMS

LEVEL 1 GEMS

NAME

ELEMENT

Glowing Gem

Fire

Leaf Gem

Earth

Feather Gem

Wind

Watery Gem

Water

LEVEL 2 GEMS

NAME

ELEMENT

Flame Gem

Fire

Tree Gem

Earth

Winged Gem

Wind

LEVEL 1 GEMS

NAME

Glowing Gem
Leaf Gem
Feather Gem
Watery Gem

ELEMENT

Fire
Earth
Wind
Water

LEVEL 2 GEMS

NAME

Flame Gem
Tree Gem
Winged Gem
Waterfall Gem

ELEMENT

Fire
Earth
Wind
Water

LEVEL 3 GEMS

NAME

Phoenix Gem
Forest Gem
Cloudy Gem
Sea Gem
Sunbeam Gem
Dead Gem

ELEMENT

Fire
Earth
Wind
Water
Light
Dark

LEVEL 4 GEMS

NAME

Lava Gem
Mountain Gem
Tornado Gem
Iceberg Gem
Divine Gem
Ritual Gem

ELEMENT

Fire
Earth
Wind
Water
Light
Dark

LEVEL 5 GEMS

NAME

Fire Dragon Gem
Earth Dragon Gem
Wind Dragon Gem
Water Dragon Gem
Light Dragon Gem
Dark Dragon Gem

ELEMENT

Fire
Earth
Wind
Water
Light
Dark

THE BLADES



While your primary offense throughout the game will consist of the rings, you are also a capable swordsman,² and utilizing your melee abilities to their fullest will both preserve your Mana and enhance your combat prowess. Do keep in mind that your magical powers will quickly surpass the power and utility of whatever blade you may wield, and if you choose the right spells for the job, your Mana consumption shouldn't exceed what you gain back from killing monsters. Your weapon should be used as a supplement to your rings, not your primary mode of offense.

NOTE

At the beginning of the game, when your ring collection is small, your weapon will be a crucial part of your offense. Don't hesitate to wade into the thick of things, even when you acquire your first few offensive spells. Early on, your Mana reserves are not high enough to last through continuous spell casting, and using your sword will take some of the burden off of your limited Mana.

NORMAL ITEMS

NAME



NOTES

Small Sword



0/0/0/0/0/0/30

A small defensive sword, used more for thrusting than slashing. Can be purchased at both the Research Team HQ and the Tree Hideout. You begin the game with this weapon, and it is taken from you after your first encounter with the captain. You can purchase it again in the warehouse, or wait until after the Water Shrine and recover it from the wreckage of the warehouse.

Knife



0/0/0/0/0/0/20

A poor substitute for the lengthier blades available, the Knife is given to you in the warehouse after the captain takes your small sword.

Cinequeda



0/0/0/0/0/0/35

A short sword, wide and heavy. With a slightly stronger attack power, but slower speed, consider your choice of this weapon before purchasing it from the Tree Hideout.

Stiletto



0/0/0/0/5/0/40

A very quick blade that gives you a minor boost to your Light attribute. You will acquire this weapon from the man in the Tree Hideout if you recovered his companion's bracelet and returned it to his friend.

Rapier



0/0/0/0/0/0/40

Balanced between speed and strength, the Rapier is acquired if you return after visiting Lyla at the Southern Hideout.

Hunting Sword



0/0/10/0/0/0/60

A long, heavy sword, providing strong thrusts, but a long delay to recover from the swing. Found in the Ruins.

Eternal Sword



50/50/50/50/50/50/70

Retrieved from the Sealed Labyrinth by slaying the Bone Kaizer on the fourth floor. If you wish to use your rings, this is the ultimate sword for you—if you want to melee,

check out the Kaizer Knuckle.

Kaizer Knuckle



-50/-50/-50/-50/-50/-50/200

The ultimate in melee power, the Kaizer Knuckle will severely damage your attribute levels, but with its incredible speed and damage, you may not need your spells...

THE BEASTS

Your exploration of the island will reveal many strange and wondrous creatures. Unfortunately, most of them find you to be quite tasty. This chapter will provide you with a list of elemental resistances, ideal for deciding which spells you should equip against any given monster. As before, the elements are ordered Fire/Earth/Wind/Water/Light/Dark/Strength as you would find them in the game. Remember that you want to be using an element that the creature has a negative value in. If the creature is strong in all elements, use whatever you are comfortable fighting with, including status affecting spells, and mix it up with your weapon.

The MP column gives you the amount of Mana restored when you kill a creature of that type. Generally, if you use your weapon in concert with your spells, your Mana reserves will last much longer than if you only use spells to defeat every enemy you encounter.

The list is organized in the order you encounter them as you travel through the game.

NAME

HP

MP



	Giant Crab	46	2	-85/5/3/12/1/2/2
	Giant Crab 2	46	2	-85/5/3/12/1/2/2
	Fly	10	2	0/-2/20/11/-1/2/0
	Sahagin	67	2	-10/5/6/10/0/-1/0
	Plant	134	7	-41/12/10/20/-1/-1/0
	Sahagin 2	75	5	-54/5/6/10/0/-1/0
	Giant Sahagin	390	80	-20/-5/10/64/-10/10/0
	Werewolf	350	80	-27/3/4/-6/-75/75/1
	Moth	14	6	7/-30/16/2/1/2/3
	Lizard	70	4	3/31/-30/2/2/3/71
	Ogre	150	8	2/40/-36/1/3/1/41
	Catoblepas	122	18	2/85/-103/3/1/4/69
	Dying Lizardman	1	1	0/0/0/0/0/0/0
	Young Lizardman	600	16	1/113/-113/3/-5/4/20
	Adult Lizardman	1000	16	1/113/-113/3/-5/4/20
	Killer Bee	5	5	-2/-12/12/-2/-3/5/1
	Giant Killer Bee	700	16	1/-30/30/1/1/1/15
	Killer Bee Hive	500	10	1/1/1/1/1/1/1
	Earth Dragon	Inf	N/A	Do not disturb!
	Ogre Slinger	130	12	1/56/-56/3/0/1/106
	Golem	400	20	-/100/-100/-/-/100
	Lich	80	12	1/2/1/0/-82/80/223
	Fire Rat	55	6	47/2/4/-103/1/3/51
	Earth Magus	200	12	1/126/-126/5/2/-/-999
	Golem 2	300	0	10/40/-40/10/5/5/40
	Fire Warrior	202	24	167/2/3/-300/5/7/110
	Corrupted One	1000	250	2/3/6/1/-78/85/80
	Bomb	200	8	2/55/-110/3/6/1/87

NAME	HP	MP	
 Flame Axeman	320	24	231/2/5/-231/3/7/105
 Phoenix	875	24	333/1/10/-333/5/-3/333
 Phoenix Pool	530	32	333/1/10/-333/5/-3/333
 Fire Dragon	Inf	N/A	Trouble!
 Chimera	500	24	10/12/9/15/-216/180/103
 Fire Shaman	450	30	226/2/-2/-226/3/-1/101
 Giant Cockatrice	1000	300	12/5/24/10/355/355/159
 Animated Armor	600	24	14/5/6/-14/-136/136/203
 Hellhound	80	18	147/5/-6/-147/-12/25/125
 Werewolf 2	250	20	5/9/-4/-1/-109/118/105
 Hawkman	600	30	1/-372/272/-6/8/-12/200
 Fire Gargoyle	500	20	500/0/0/0/0/0/0
 Earth Gargoyle	500	20	0/500/0/0/0/0/0
 Wind Gargoyle	500	20	0/0/500/0/0/0/0
 Water Gargoyle	500	20	0/0/0/500/0/0/0
 Light Gargoyle	500	20	0/0/0/0/500/0/0
 Dark Gargoyle	500	20	0/0/0/0/0/500/0
 Normal Gargoyle	500	20	0/0/0/0/0/0/500
 Willowisp	50	16	-5/6/12/11/174/-174/189
 Griffon	650	30	12/-203/397/-9/0/10/205
 Baby Dragon	300	24	21/-456/487/-2/-7/12/500
 Wind Dragon	1500	300	15/-300/278/21/112/5/300
 Harpy	220	24	-21/-248/248/10/-24/12/128

NAME	HP	MP	
 Yeti	1000	30	-215/100/15/315/12/-20/201
 Lich 2	400	30	42/40/41/63/-82/82/500
 Earth Magus 2	700	30	100/200/-126/100/100/100/-200
 Gargoyle 2	1000	30	-/-/-/-/-/500
 Dark Warrior	3000	32	423/398/421/359/-391/391/401
 Corrupted One 2	3000	500	24/36/11/21/458/457/74
 Soulus	3000	0	223/223/223/223/223/223/0
 Soulus Orb	500	36	0/0/0/0/0/0/0
 Werewolf 3	1700	4	-27/3/4/-6/-75/75/1
 Giant Sahagin 2	10000	8	-40/-10/20/128/-20/20/50
 Fire Rat 2	320	24	231/2/5/-231/3/7/105
 Giant Crab 3	4200	1	100/100/100/100/100/100/100
 Fire Warrior 2	3100	4	202/152/159/-202/145/167/175
 Lizard 2	2000	8	210/100/-10/120/100/103/100
 Lizardman 2	3072	2	50/113/-113/60/78/58/20
 Giant Crab 4	4200	1	100/100/100/100/100/100/100
 Sahagin 3	128	1	100/100/100/100/100/100/100
 Lich 3	6720	32	64/56/48/72/-128/128/512
 Golden Warrior	20000	999	500/500/500/500/500/500/500

THE RINGS

A host of rings awaits your discovery upon the island, and with this list, you will have full knowledge of their powers. There are several different types of rings:

Attack Magic rings, Assist Magic rings, and Summon Magic rings are all worn on the left hand, and all cast some sort of spell. The Attack and Summon rings are purely offensive, while the Assist rings are either defensive or effect magic.

Attribute and Auxiliary rings are worn on the right hand, enhance your attributes, and grant you special powers. Two of the more important Auxiliary rings are the Power of Branch (the second Fire Auxiliary ring) and the Power of Seek (the first Wind Auxiliary ring). The first allows certain spells (noted with Split) to launch two projectiles, and the second (noted with Seek) causes certain spells to home in on enemies.

The list of rings that follows is organized by their elements, and within each ring list, they are further divided into Attack, Assist, Summon, Attribute, and Auxiliary (the same order that you see them when you are browsing your ring creation list in game). This chapter provides the following information for each ring:

- Its cost in Mana (MP)
- Its effect on your element ratings (organized just as you see them in game—Fire/Earth/Wind/Water/Light/Dark/Strength)
- HP as a measure of damage or strength
 - Whether the Auxiliary rings of Branch or Seek affect it
 - Any additional notes as applicable

THE RINGS OF FIRE



FIRE BALL, ATTACK RING 1

ELEMENT RATING

MP



HP

AUX

REMARKS

2

15/0/0/0/0/0/0

50

Seek/Split

Launches a small fireball



FIRE WALL, ATTACK RING 2

ELEMENT RATING

MP



HP

AUX

REMARKS

4

30/2/0/-2/0/0/0

75

Seek/Split

Launches a pillar of flame





FLOATING BOMB, ATTACK RING 3						
MP	ELEMENT RATING					REMARKS
8	30/0/3	-4/0/0/0	144	Split		Launches a ball of flame that detonates on impact



BOMBER, ATTACK RING 4						
MP	ELEMENT RATING					REMARKS
16	75/0/0	-5/0/0/0	320	M/A		Fires a series of devastating explosions in a straight line



SILENCE, ASSIST RING 1						
MP	ELEMENT RATING					REMARKS
8	15/0/0	0/0/0/0	60	Snak/Split		Stops enemy spell casting for 10 seconds

WEAKEN, ASSIST RING 2

MP	ELEMENT RATING	HP	AUX	REMARKS
8	30/0/0/-2/0/0/0	80	Seek/Split	Lowers target's strength and reduces physical attack damage for 30 seconds



ALTER FIRE, ASSIST RING 3

MP	ELEMENT RATING	HP	AUX	REMARKS
10	50/0/0/-3/0/0/0	80	Seek/Split	Changes the enemy type to lower their fire resistance for 30 seconds



DEplete, ASSIST RING 4

MP	ELEMENT RATING	HP	AUX	REMARKS
12	75/2/2/-5/2/2/2	100	Split	Sends fire spirits to drain enemy MP





FIERY AVENGER, SUMMON RING 1

ELEMENT RATING		MP	HP	AUX	REMARKS
80	0/0/0/-10/0/0/40	48	550	N/A	Summons a twin set of mighty flaming swords to cleave your foes



FIRE DRAGON, SUMMON RING 2

ELEMENT RATING		MP	HP	AUX	REMARKS
120	10/10/0/-18/10/10/20	96	600	N/A	Summons forth the great Fire Dragon to incinerate your enemies



RING OF HEAT, ATT. RING 1

ELEMENT RATING		MP	HP	AUX	REMARKS
20	0/0/0/-1/0/0/0	N/A	N/A	N/A	Slightly increases your Fire attribute

RING OF FLAME, ATT. RING 2

ELEMENT RATING

MP



HP

AUX

REMARKS

N/A

40/0/0/-2/0/0/0

N/A

N/A

Increases your Fire attribute



RING OF INFERNO, ATT. RING 3

ELEMENT RATING

MP



HP

AUX

REMARKS

N/A

80/0/0/-4/0/0/0

N/A

N/A

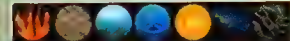
Slightly increases your Fire attribute



WIND HEAT, ATT. RING 4

ELEMENT RATING

MP



HP

AUX

REMARKS

N/A

30/0/10/0/-5/-5/0

N/A

N/A

Slightly increases Wind and Fire attributes





EARTH HEAT, ATT. RING 5

ELEMENT RATING

MP



HP

AUX

REMARKS

N/A

30/10/0/0/-5/-5/0

N/A

N/A

Slightly increases Earth and Fire attributes



SWORD HEAT, ATT. RING 6

ELEMENT RATING

MP



HP

AUX

REMARKS

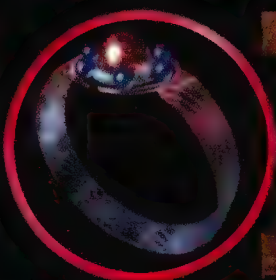
N/A

30/0/0/0/-5/-5/10

N/A

N/A

Slightly increases your Strength and Fire attributes



WATER HEAT, ATT. RING 7

ELEMENT RATING

MP



HP

AUX

REMARKS

N/A

30/0/0/10/-5/-5/0

N/A

N/A

Slightly increases your Water and Fire attributes

ANIMATED SWORD, AUX. RING 1

ELEMENT RATING

MP



HP

AUX

REMARKS

N/A

8/0/0/0/0/0/3

N/A

N/A

Creates mirages of your sword, causing each swing to blur into four strikes



POWER OF BRANCH, AUX. RING 2

ELEMENT RATING

MP



HP

AUX

REMARKS

N/A

6/0/0/0/0/0/0

N/A

N/A

Causes some spells to double, firing two projectiles, and doubling the Mana cost



BURN EDGE, AUX. RING 3

ELEMENT RATING

MP



HP

AUX

REMARKS

N/A

4/0/0/0/0/0/4

N/A

N/A

Engulfs your sword in flame, adding 50% of your strength to the Fire attribute



THE RINGS OF EARTH



MATERIAL ARROW, ATTACK RING 1

ELEMENT RATING

MP



HP

AUX

REMARKS

3

0/15/0/0/0/3

80

Seek/Split

Launches a shard of jagged rock at your foes

UPHEAVAL, ATTACK RING 2

ELEMENT RATING

MP



HP

AUX

REMARKS

6

0/30/-2/0/0/6

100

Seek/Split

Shoots forth a ground tremor, impaling enemies on spines of earth

POISON, ATTACK RING 3

ELEMENT RATING

MP



HP

AUX

REMARKS

10

0/50/-4/0/0/0/0

90

Seek

Launches a spiked orb of poisonous earth with a 50% chance of poisoning enemy for 15 seconds



MIST, ATTACK RING 4

ELEMENT RATING

MP



HP

AUX

REMARKS

16

0/75/-7/0/0/0/0

400

Seek

Launches an orb of poison that explodes into a sphere of poison gas. 50% chance of poisoning enemy for 10 seconds



EARTH HEAL, ASSIST RING 1

ELEMENT RATING

MP



HP

AUX

REMARKS

10

0/15/0/0/0/0/0

90

N/A

Transfers the life of the earth, healing your wounds





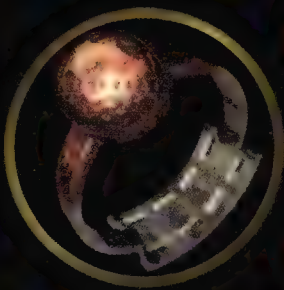
PROTECT, ASSIST RING 2

ELEMENT RATING		HP	AUX	REMARKS
MP		80	N/A	Creates a protective barrier, shielding you from poison
12	0/30/-2/0/0/0/0			



IMPRISONMENT, ASSIST RING 3

ELEMENT RATING		HP	AUX	REMARKS
MP		160	Seek/Split	Tightens bands of raw magic around an enemy, restricting its movement for 15 seconds
16	0/50/-2/0/0/0/0			



ORBITER, ASSIST RING 4

ELEMENT RATING		HP	AUX	REMARKS
MP		300	N/A	Creates a shield against physical attacks
16	0/75/-5/0/0/0/0			

EARTHY AXE, SUMMON RING 1

ELEMENT RATING

MP



HP

AUX

REMARKS

48

0/75/-10/0/0/0/45

550

N/A

Summons a mighty axe to smother your foes

EARTH DRAGON, SUMMON RING 2

ELEMENT RATING

MP



HP

AUX

REMARKS

96

14/140/-15/14/14/14/14

600

N/A

Summons the mighty Earth Dragon to crush your enemies with his rage

RING OF STONE, ATT. RING 1

ELEMENT RATING

MP



HP

AUX

REMARKS

N/A

0/20/-1/0/0/0/0

N/A

N/A

Slightly increases your Earth attribute

RING OF ROCK, ATT. RING 2

ELEMENT RATING

MP



HP

AUX

REMARKS

N/A

0/40/-2/0/0/0/0

N/A

N/A

Increases your Earth attribute



RING OF NATURE, ATT. RING 3

ELEMENT RATING		HP	AUX	REMARKS
MP		N/A	N/A	Greatly increases your Earth attribute
N/A	0/80/-3/0/0/0/0			



FIRE STONE, ATT. RING 4

ELEMENT RATING		HP	AUX	REMARKS
MP		N/A	N/A	Slightly increases your Fire and Earth attributes
N/A	10/30/0/0/-5/-6/0			



WATER STONE, ATT. RING 5

ELEMENT RATING		HP	AUX	REMARKS
MP		N/A	N/A	Slightly increases your Water and Earth attributes
N/A	0/30/0/10/-5/-6/0			



SWORD STONE, ATT. RING 6

ELEMENT RATING		HP	AUX	REMARKS
MP		N/A	N/A	Slightly increases your Strength and Earth attributes
N/A	0/30/0/0/-5/-6/10			

WIND STONE, ATT. RING 7

ELEMENT RATING

MP



HP

AUX

REMARKS

N/A

0/30/10/0/-5/-6/0

N/A

N/A

Slightly increases your Wind and Earth attributes



RING OF INSIGHT, AUX. RING 1

ELEMENT RATING

MP



HP

AUX

REMARKS

N/A

0/2/0/0/0/0/0

N/A

N/A

Increases the amount of experience earned for defeating enemies



POWER OF GROWTH, AUX. RING 2

ELEMENT RATING

MP



HP

AUX

REMARKS

N/A

0/8/0/0/0/0/0

N/A

N/A

Earns experience while walking with this ring equipped



TRUE SIGHT, AUX. RING 3

ELEMENT RATING

MP



HP

AUX

REMARKS

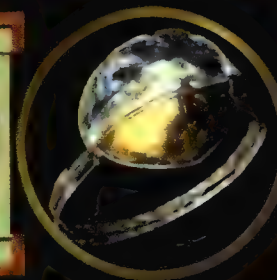
N/A

0/1/0/0/0/0/0

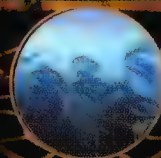
N/A

N/A

Reveals invisible items



THE RINGS OF WIND



WIND CUTTER, ATTACK RING 1

MP

ELEMENT RATING



3

0/0/15/0/0/0/0

HP

AUX

40

Seek/Split

REMARKS

Fires a blade of wind to slice your enemies

SONIC, ATTACK RING 2

MP

ELEMENT RATING



8

0/-1/30/0/0/0/0

HP

AUX

90

Seek/Split

REMARKS

Launches a miniature maelstrom, buffeting your foes with strong winds

TORNADO, ATTACK RING 3

MP

ELEMENT RATING



16

0/-3/50/0/0/0/0

HP

AUX

300

Seek

REMARKS

Warps and bends the air to generate a free roaming tornado

VORTEX, ATTACK RING 4

MP

ELEMENT RATING



20

2/-5/75/0/0/0/0

HP

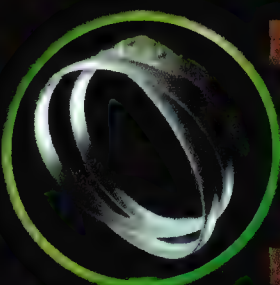
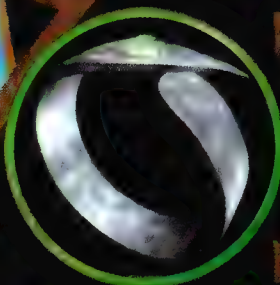
AUX

150

N/A

REMARKS

Generates a massive vacuum, damaging all enemies in sight



TURBULENCE, ASSIST RING 1

ELEMENT RATING

MP



HP

AUX

REMARKS

8

0/0/15/0/0/0/0

120

Seek/Split

Generates wind currents around an enemy, making their movements unstable



CONFUSION, ASSIST RING 2

ELEMENT RATING

MP



HP

AUX

REMARKS

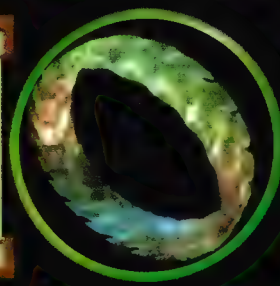
12

0/-2/30/0/0/0/0

50

Seek/Split

Bewilders an enemy, impairing their ability to function effectively for 10 seconds



INVISIBLE, ASSIST RING 3

ELEMENT RATING

MP



HP

AUX

REMARKS

72

-5/-5/50/-5/-5/-5/-5

400

N/A

Forms a magic wall around you, rendering you unseen for 8 seconds



BIND, ASSIST RING 4

ELEMENT RATING

MP



HP

AUX

REMARKS

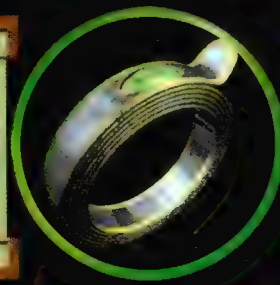
24

0/-6/75/0/0/2/0

480

Seek/Split

Wraps a foe in chains of air, restricting their movement



SPEAR, SUMMON RING 1

ELEMENT RATING

MP



HP

AUX

REMARKS

48

0/-8/85/0/0/0/18

550

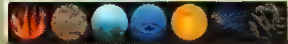
N/A

Summons a deadly spear to impale your enemies

WIND DRAGON, SUMMON RING 2

ELEMENT RATING

MP



HP

AUX

REMARKS

96

11/-16/121/11/11/11/11

600

N/A

Calls forth the grand Wind Dragon to destroy your foes

RING OF BREEZE, ATT. RING 1

ELEMENT RATING

MP



HP

AUX

REMARKS

N/A

0/-1/20/0/0/0/0

N/A

N/A

Slightly increases your Wind attribute

RING OF GUST, ATT. RING 2

ELEMENT RATING

MP



HP

AUX

REMARKS

N/A

0/-3/40/0/0/0/0

N/A

N/A

Increases your Wind attribute

RING OF STORM, ATT. RING 3

ELEMENT RATING

MP



HP

AUX

REMARKS

N/A

0/-6/80/0/0/0/0

N/A

N/A

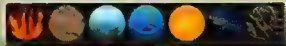
Greatly increases your Wind attribute



FIRE BREEZE, ATT. RING 4

ELEMENT RATING

MP



HP

AUX

REMARKS

N/A

10/0/30/0/-5/-5/0

N/A

N/A

Slightly increases your Fire and Wind attributes



WATER BREEZE, ATT. RING 5

ELEMENT RATING

MP



HP

AUX

REMARKS

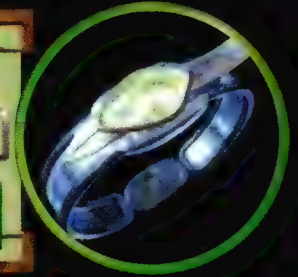
N/A

0/0/30/10/-5/-5/0

N/A

N/A

Slightly increases your Water and Wind attributes



SWORD BREEZE, ATT. RING 6

ELEMENT RATING

MP



HP

AUX

REMARKS

N/A

0/0/30/0/-5/-5/10

N/A

N/A

Slightly increases your Strength and Wind attributes



EARTH BREEZE, ATT. RING 7

ELEMENT RATING

MP



HP

AUX

REMARKS

N/A

0/10/30/0/-5/-5/0

N/A

N/A

Slightly increases your Earth and Wind attributes

POWER OF SEEK, AUX. RING 1

ELEMENT RATING

MP



HP

AUX

REMARKS

N/A

-2/-2/6/-2/-2/-2/-2

N/A

N/A

Causes certain spells (noted with Seek) to home in on your enemies

CLARITY, AUX. RING 2

ELEMENT RATING

MP



HP

AUX

REMARKS

N/A

0/0/10/0/0/0/0

N/A

N/A

Increases the speed your spell meter recharges by 20%

POWER OF TIME, AUX. RING 3

ELEMENT RATING

MP



HP

AUX

REMARKS

N/A

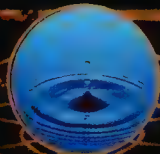
0/0/1/0/0/0/0

N/A

N/A

Slows the flow of time by 25%

THE RINGS OF WATER



ICE NEEDLE, ATTACK RING 1

ELEMENT RATING

MP



HP

AUX

REMARKS

4

0/0/0/15/0/0/1

128

Seek/Spit

Launches an icicle at your foe, freezing it for a few seconds



ICE WALL, ATTACK RING 2

ELEMENT RATING

MP



HP

AUX

REMARKS

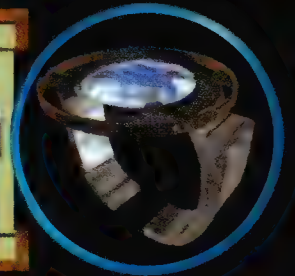
8

-2/0/0/30/0/0/2

240

Seek/Spit

Shoots shards of jagged ice along the ground to impale and freeze your enemy



ICE TRAP, ATTACK RING 3

ELEMENT RATING

MP



HP

AUX

REMARKS

8

-4/0/0/50/0/0/3

300

N/A

Creates a pool of ice on the ground that will freeze and damage any foe that touches it



BLIZZARD, ATTACK RING 4

ELEMENT RATING

MP



HP

AUX

REMARKS

32

-6/0/0/75/0/0/0

320

N/A

Surrounds you with a whirling shield of ice, damaging any foes that come too close



HEALING WATER, ASSIST RING 1

ELEMENT RATING

MP



HP

AUX

REMARKS

5

0/0/0/15/0/0/0

60

N/A

Draws upon healing water to recover your wounds slightly

CURING WATER, ASSIST RING 2

ELEMENT RATING

MP



HP

AUX

REMARKS

15

-2/0/0/30/0/0/0

120

N/A

Salves your wounds with the power of water, greatly recovering your HP

UNPOISON, ASSIST RING 3

ELEMENT RATING

MP



HP

AUX

REMARKS

2

-4/-1/0/50/0/-1/0

100

N/A

Flushes poison out of your system

PURIFY, ASSIST RING 4

ELEMENT RATING

MP



HP

AUX

REMARKS

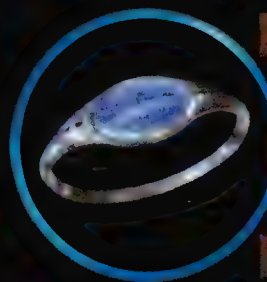
16

-5/0/0/75/0/0/0

140

N/A

Uses the curative powers of water to cleanse negative status ailments



PROJECTILE, SUMMON RING 1

ELEMENT RATING

MP



HP

AUX

REMARKS

48

-13/0/0/90/0/30/0

525

N/A

Summons a hail of arrows to pierce your foes



WATER DRAGON, SUMMON RING 2

ELEMENT RATING

MP



HP

AUX

REMARKS

96

-12/8/8/116/8/8/16

500

N/A

Summons the majestic Water Dragon to drown your enemies



RING OF RAIN, ATT. RING 1

ELEMENT RATING

MP



HP

AUX

REMARKS

N/A

-1/0/0/20/0/0/0

N/A

N/A

Slightly increases your Water attribute



RING OF SEA, ATT. RING 2

ELEMENT RATING

MP



HP

AUX

REMARKS

N/A

-2/0/0/40/0/0/0

N/A

N/A

Increases your Water attribute





RING OF ABYSS, ATT. RING 3

ELEMENT RATING

MP



HP

AUX

REMARKS

N/A

3/0/0/80/0/0/0

N/A

N/A

Greatly increases your Water attribute



WIND RAIN, ATT. RING 4

ELEMENT RATING

MP



HP

AUX

REMARKS

N/A

0/0/10/30/-5/-5/0

N/A

N/A

Slightly increases your Wind and Water attributes



EARTH RAIN, ATT. RING 5

ELEMENT RATING

MP



HP

AUX

REMARKS

N/A

0/10/0/30/-5/-5/0

N/A

N/A

Slightly increases your Earth and Water attributes



SWORD RAIN, ATT. RING 6

ELEMENT RATING

MP



HP

AUX

REMARKS

N/A

0/0/0/30/-5/-5/10

N/A

N/A

Slightly increases your Strength and Water attributes

FIRE RAIN, ATT. RING 7

ELEMENT RATING

MP



HP

AUX

REMARKS

N/A

10/0/0/30/-5/-5/0

N/A

N/A

Slightly increases your Fire and Water attributes



FORTUNE, AUX. RING 1

ELEMENT RATING

MP



HP

AUX

REMARKS

N/A

0/0/0/4/5/-5/0

N/A

N/A

Doubles the probability of enemies dropping items



ENLIGHTENMENT, AUX. RING 2

ELEMENT RATING

MP



HP

AUX

REMARKS

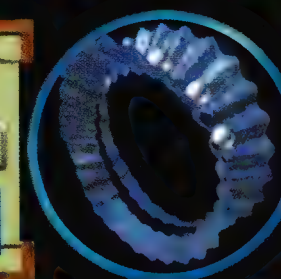
N/A

1/1/1/5/1/1/0

N/A

N/A

Reduces MP consumption on all spell rings by 30%



SACRIFICE, AUX. RING 3

ELEMENT RATING

MP



HP

AUX

REMARKS

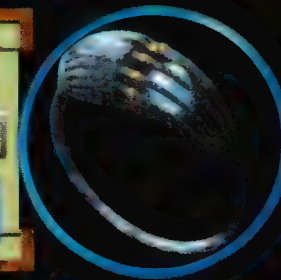
N/A

0/0/0/2/0/0/0

N/A

N/A

Triggers when you die while wearing this ring - as long as you did not die by falling, it will restore your health and destroy the ring



THE RINGS OF LIGHT



DIVINE, ATTACK RING 1

ELEMENT RATING

MP



HP

AUX

REMARKS

16

0/0/0/0/40/-4/0

240

N/A

When the difference in the light attribute is 50 or more, it causes instant death



THUNDER, ATTACK RING 2

ELEMENT RATING

MP



HP

AUX

REMARKS

24

0/0/8/0/62/-8/0

90

Split

Launches a crackling blast of concentrated electricity

HOLY FLASH, ATTACK RING 3

ELEMENT RATING

MP



HP

AUX

REMARKS

32

0/0/2/0/85/-12/2

225

Seek

Blasts your foe with concentrated holy energy



ABSORB, ASSIST RING 1

ELEMENT RATING

MP



HP

AUX

REMARKS

16

0/0/0/0/50/-2/0

400

N/A

Creates a reflective shield against magic for 12 seconds



BLESS, ASSIST RING 2

ELEMENT RATING

MP



HP

AUX

REMARKS

64

0/0/0/0/75/-3/0

600

N/A

Protects against all attacks for 10 seconds



LIGHT DRAGON, SUMMON RING 1

ELEMENT RATING

MP



HP

AUX

REMARKS

96

20/20/20/20/168/-17/20

600

N/A

Summons the holy power of the Light Dragon to blast your enemies with pure holy power



RING OF LIGHT, ATT. RING 1

ELEMENT RATING					
MP		HP	AUX	REMARKS	
N/A	0/0/0/0/20/-1/0	N/A	N/A	Slightly increases your Light attribute	

RING OF SHINE, ATT. RING 2

ELEMENT RATING					
MP		HP	AUX	REMARKS	
N/A	0/0/0/0/40/-2/0	N/A	N/A	Increases your Light attribute	

RING OF GLARE, ATT. RING 3

ELEMENT RATING					
MP		HP	AUX	REMARKS	
N/A	0/0/0/0/80/-3/0	N/A	N/A	Greatly increases your Light attribute	

CREATE LIFE, AUX. RING 1

ELEMENT RATING					
MP		HP	AUX	REMARKS	
N/A	-4/-4/-4/-4/4/-4/-4	N/A	N/A	Infuses your body with the power of Light, healing one Hit Point every 8 seconds	

THE RINGS OF DARKNESS

BANISHMENT, ATTACK RING 1

ELEMENT RATING

MP



HP

AUX

REMARKS

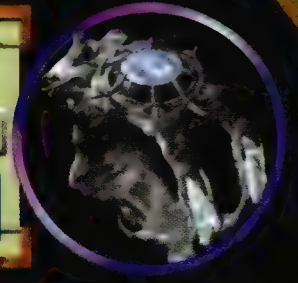
16

0/0/0/0/-4/40/0

240

N/A

When the difference in the dark attribute is 50 or more, it causes instant death



DARK THUNDER, ATTACK RING 2

ELEMENT RATING

MP



HP

AUX

REMARKS

24

0/0/0/0/-7/62/3

40

Split

Launches a blast of dark elemental thunder



DARK FLASH, ATTACK RING 3

ELEMENT RATING

MP



HP

AUX

REMARKS

32

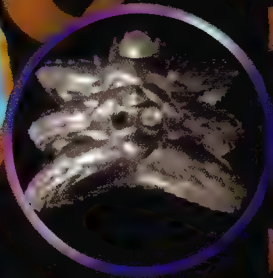
0/0/0/0/-18/85/0

224

Seek

Sears your foe with concentrated dark energy





GUARDIAN, ASSIST RING 1

ELEMENT RATING

MP



HP

AUX

REMARKS

16

0/0/0/0/-1/50/0

400

N/A

Creates a reflective shield against magic for 12 seconds



DARK STOP, ASSIST RING 2

ELEMENT RATING

MP



HP

AUX

REMARKS

64

0/0/0/0/-5/75/0

600

N/A

Slightly increases your Dark attribute



DARK DRAGON, SUMMON RING 1

ELEMENT RATING

MP



HP

AUX

REMARKS

96

19/19/19/19/-15/153/19

600

N/A

Calls upon the almighty Dark Dragon to obliterate your foes with the power of darkness



RING OF SHADOW, ATT. RING 1

ELEMENT RATING

MP



HP

AUX

REMARKS

N/A

0/0/0/0/-1/20/0

N/A

N/A

Shrouds the enemy in darkness, paralyzing them for 4 seconds

RING OF NIGHT, ATT. RING 2

ELEMENT RATING

MP



HP

AUX

REMARKS

N/A

0/0/0/0/-2/40/0

N/A

N/A

Increases your Dark attribute



RING OF CHAOS, ATT. RING 3

ELEMENT RATING

MP



HP

AUX

REMARKS

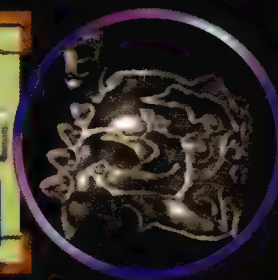
N/A

0/0/0/0/-5/80/0

N/A

N/A

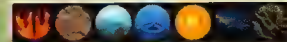
Greatly increases your Dark attribute



DARK PACT, AUX. RING 1

ELEMENT RATING

MP



HP

AUX

REMARKS

N/A

-3/-3/-3/-3/-3/5/-3

N/A

N/A

Infuses your soul with the power of Dark, healing 1 HP every 5 seconds



THE SEALED LABYRINTH

SIRE,

I have entered this strange sealed
dungeon, and encountered some of
the most dangerous creatures
anywhere on the island. Perhaps
the Solcians are the ones
who locked this place
to imprison the
monsters within.

Cain



CREATURES ENCOUNTERED IN THIS AREA

NAME	HP	MP	
Werewolf 3	1700	4	-27/3/4/-6/-75/75/1
Giant Sahagin 2	10000	8	-40/-10/20/128/-20/20/50
Fire Rat 2	320	24	231/2/5/-231/3/7/105
Giant Crab 3	4200	1	100/100/100/100/100/100/100
Fire Warrior 2	3100	4	202/152/159/-202/145/167/175
Lizard 2	2000	8	210/100/-10/120/100/103/100
Lizardman 2	3072	2	50/113/-113/60/78/58/20
Giant Crab 4	4200	1	100/100/100/100/100/100/100
Sahagin 3	128	1	100/100/100/100/100/100/100
Lich 3	6720	32	64/56/48/72/-128/128/512
Golden Warrior	20000	999	500/500/500/500/500/500/500

EXITS

One on the first floor back to the Beach, then one portal on each level leading to the next floor.

AREA NOTES

Consisting of four elemental levels, the Sealed Labyrinth contains the nastiest monsters and most powerful treasure on the island. If you want to complete your set of Auxiliary rings, this is the place to come, and if you're trying to find the level 5 gems and the final two weapons (the Eternal Blade and the Kaiser Knuckle) you'll have to venture into its depths.

Bring along the Divine spell, as three creatures will fall to it instantly. For the rest, you'll need to exploit their weaknesses (assuming they have any), or use your most powerful attack spells.

The Golden Warrior is simply a brute—if you have a lot of Mana and the Dragon summons, you should be able to wear him down, but it will take you a long time.

If you want to visit this area just after the Southern Hideout, but don't want to risk instant death at the hands of the later enemies, stick to the first floor, killing the creatures there for level 5 gems. Leave the dungeon and reenter to refresh the monsters, and repeat this process until you've acquired six (or more) of each level 5 elemental gem. With the Dragon summons at your command, the final bosses should be quite easy.

Defeat Your Fears To Achieve Grace

Players enter a world of intense magic and thunderous battles – where your survival is determined by collecting powerful artifacts and fashioning them to unique

armor and weaponry. Two complete adventures await Darius and Sharline – heroes who must face an evil reborn.

Journey as either hero and discover unique

characters and monsters for each adventurer. They will need to master the art of arming themselves with items of incredible might and untold magical abilities to thwart the powers of darkness.



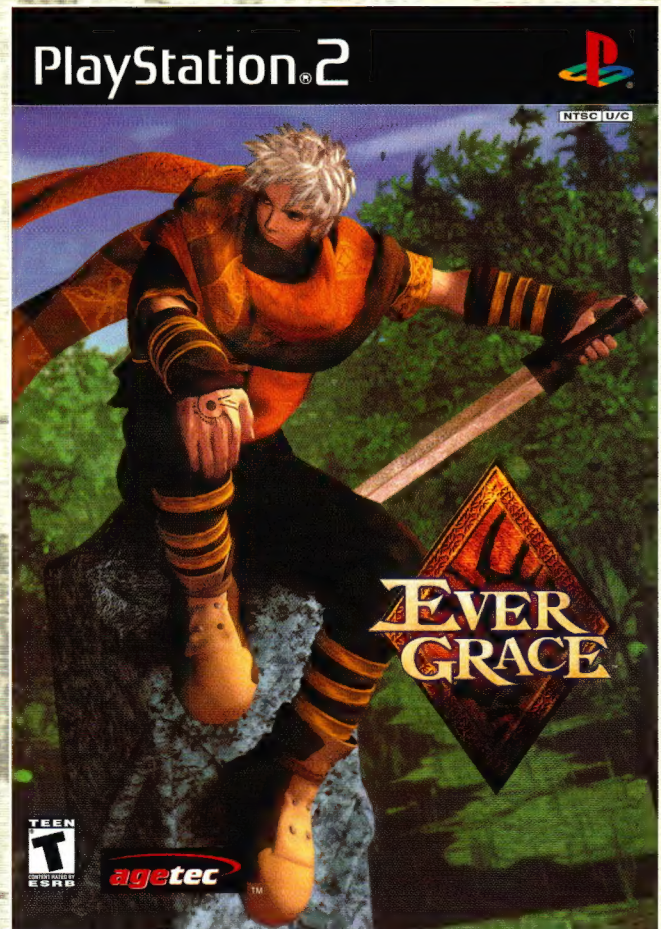
Utilize many bizarre weapons to wipe out enemies



Attack with unique Palmira armaments



Face evil in its lair



“Expect gorgeous special effects and plenty of action.”

– PS Extreme



Destroy foes everywhere you journey

- Customizable elements include weaponry, armor, and clothing.
- Certain combinations of armor and clothing unlock hidden magical abilities and powers.
- Two independent characters to play – each with their own storylines, goals, and discoveries.
- Epic RPG storyline with all the action needed for a legendary quest.



Magnificent graphic and lighting effects



Challenge ultra-strange creatures to the bitter end

FROMSOFTWARE™



ETERNAL RING™

OFFICIAL STRATEGY GUIDE

THE ISLAND AWAITS YOU...

You journey to a remote and deadly island on an investigative mission for the King. Your adventure will take you from one end of the island to the other, and beyond. Along the way you will encounter fantastic monsters, forge wondrous rings, and unravel the mystery of the island and your past.

MAKE SURE YOU'RE READY!

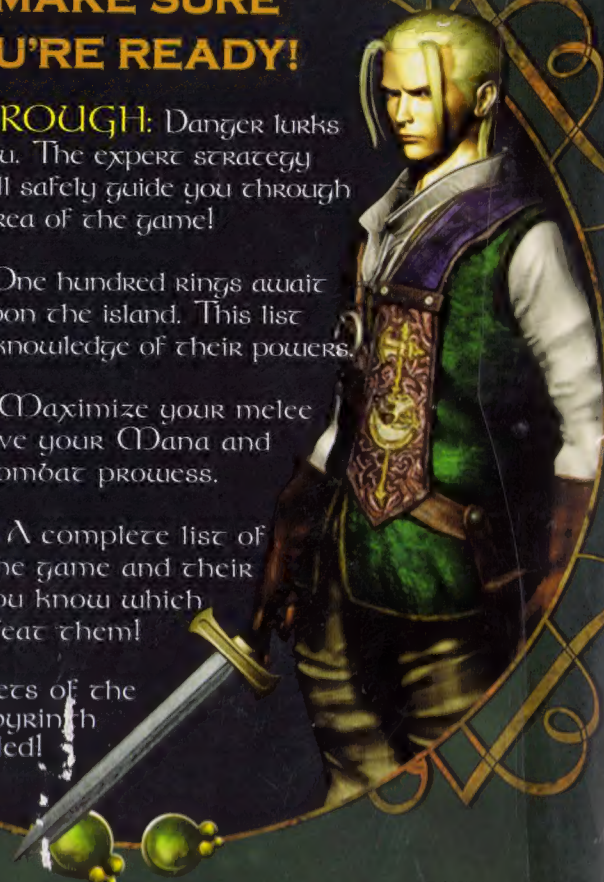
WALKTHROUGH: Danger lurks all around you. The expert strategy provided here will safely guide you through every area of the game!

THE RINGS: One hundred rings await your discovery upon the island. This list provides you with full knowledge of their powers.

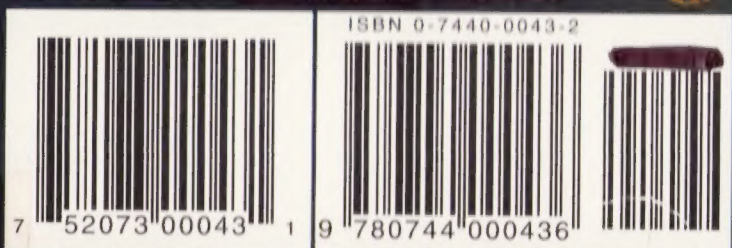
THE BLADES: Maximize your melee abilities to preserve your Mana and enhance your combat prowess.

THE BEASTS: A complete list of every creature in the game and their resistances, so you know which spells will defeat them!

PLUS: Secrets of the Sealed Labyrinth revealed!



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